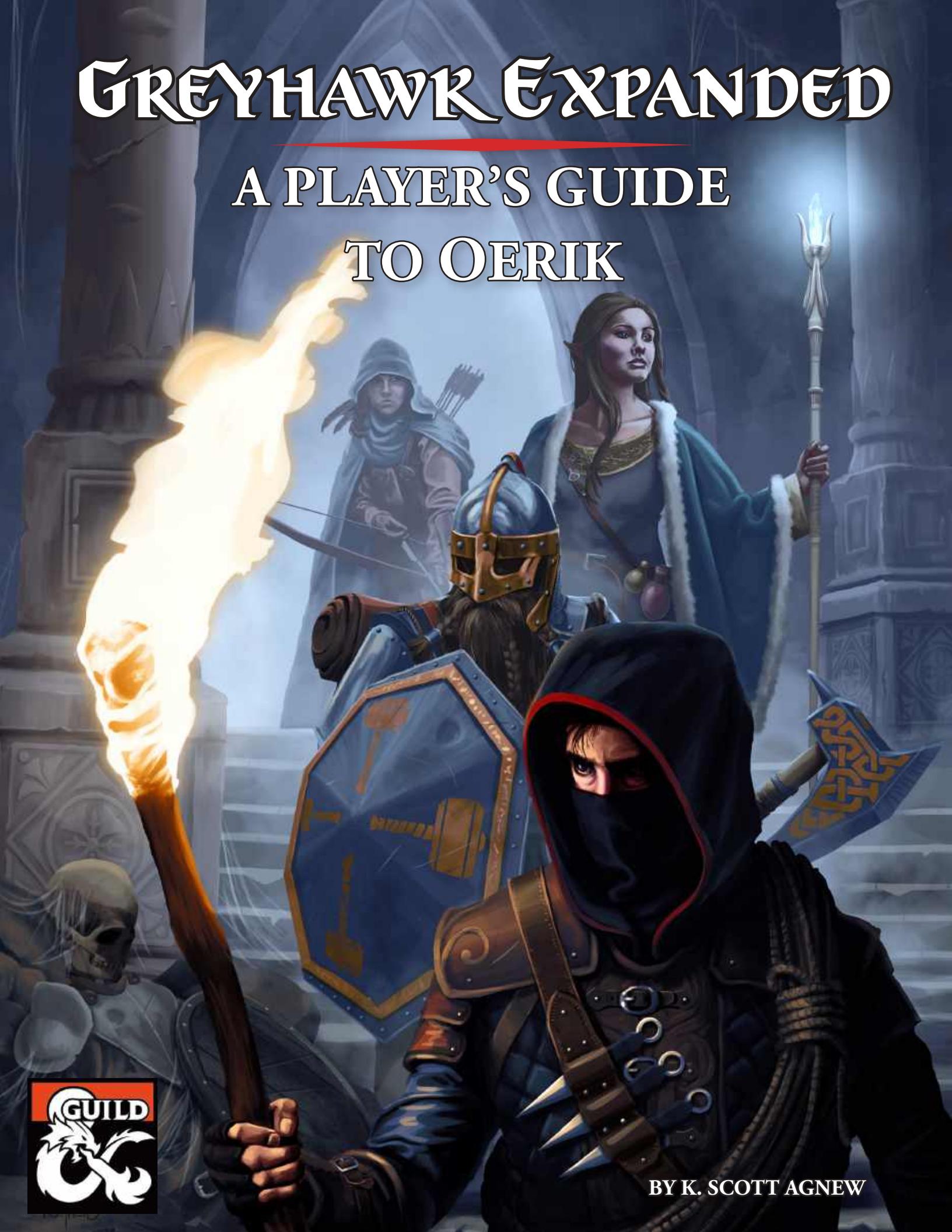


GREYHAWK EXPANDED

A PLAYER'S GUIDE TO OERIK



BY K. SCOTT AGNEW

GREYHAWK EXPANDED

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A HISTORY OF THE GREYHAWK SETTING



HE STORY OF GREYHAWK IS INSEPARABLE from the history of DUNGEONS & DRAGONS itself, beginning in 1972 when Gary Gygax and Dave Arneson collaborated on what would become the world's most iconic tabletop role-playing game. Inspired by

Arneson's Castle Blackmoor campaign, Gygax created Castle Greyhawk as his own imaginative experiment to test and refine the game's mechanics. What began as a single castle and dungeon quickly expanded under his guidance into an entire world, enriched by nearly continuous gameplay between 1972 and 1975. Gygax, alongside co-Dungeon Master Rob Kuntz, developed a rich setting that would eventually become known as the World of Greyhawk.

By the late 1970s, with the growing success of D&D, Gygax realized there was a strong demand from fans for access to his home campaign. In 1980, TSR released The World of Greyhawk folio. This slim, 32-page booklet introduced the eastern portion of the continent of Oerik, known as the Flanaess, along with a stunning two-piece map by Darlene. It provided a brief but evocative overview of nations, cultures, and history, framed around the timeline of 576 CY. Dungeon Masters were encouraged to flesh out the regions in their own campaigns, preserving the sandbox spirit that made Greyhawk so adaptable and personal.

Three years later, TSR released The World of Greyhawk boxed set. This expanded version included additional material drawn from Dragon Magazine, newly written lore, and more maps, deepening the Flanaess's sense of realism and mystery. The Flanaess remained a land of fragmented kingdoms, isolationist states, and both heroic and villainous factions, with ample room for players to create their own adventures. Gygax had planned to extend this vision across Oerik, delving into the histories and cultures of the western lands, but his focus shifted as he pursued projects in Hollywood.

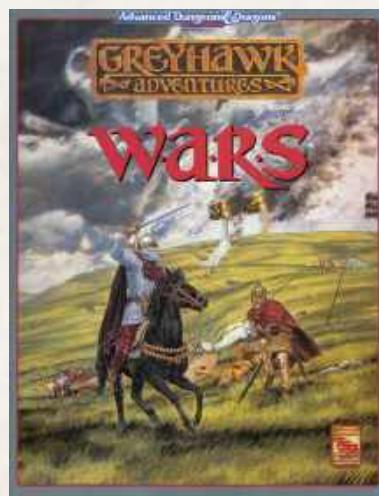
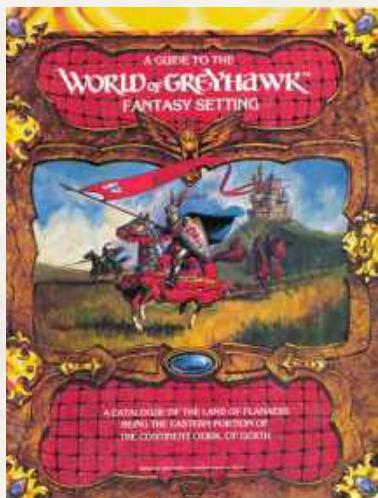
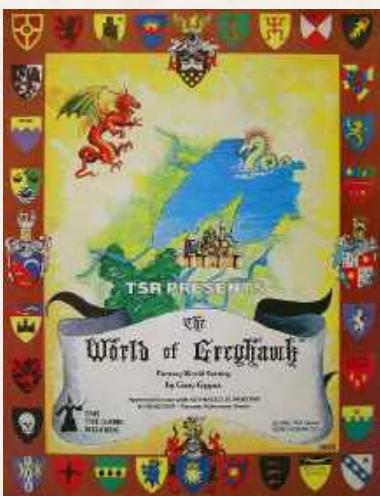
By the early 1980s, Gygax had become deeply involved in efforts to expand DUNGEONS & DRAGONS into new media. His work in Hollywood included overseeing the production of the Saturday morning DUNGEONS & DRAGONS cartoon series and attempting to launch a D&D feature film. These projects reflected his vision of bringing the game to a broader audience and elevating its cultural profile. However, financial mismanagement under Kevin and Brian Blume at TSR soon forced Gygax to abandon his Hollywood ambitions and return to Lake Geneva in 1985.

In October of that year Lorraine Williams, TSR's new manager, revealed that she had acquired all of Kevin and Brian Blume's shares, including the 700-share option Brian had recently exercised. With this purchase, Williams became the majority shareholder and promptly replaced

Gary Gygax as TSR's president and CEO. She further announced that Gygax would no longer contribute creatively to the company, shelving several of his ongoing projects permanently. Gygax attempted to challenge the sale of the Blumes' shares in court but was unsuccessful. Although DUNGEONS & DRAGONS generated \$29 million in sales that year, by the end of 1985, Gygax was officially ousted from TSR Inc.

After Gary Gygax was forced out of TSR at the end of 1985, the company, and later Wizards of the Coast, made significant updates and changes to the Greyhawk setting. Gygax, having retained the rights to certain characters and ideas, lost control of the broader World of Greyhawk, which TSR continued to develop through publications such as Greyhawk Adventures (1988), Wars (1991), From the Ashes (1992), Greyhawk: The Adventure Begins (1998), and the Living Greyhawk Gazetteer (2000).





These works introduced major world-altering events, such as the Greyhawk Wars, Iuz's domination of nations, the transformation of a mad king into an undead entity, and the Scarlet Brotherhood's pervasive influence. Cultural shifts, such as the "*Islamification*" of the Baklunish people, also marked significant departures from Gygax's original vision. In a 2007 online Q&A, Gygax acknowledged that TSR's stewardship had transformed Greyhawk into something very different from his original intent. While many fans appreciated the changes and the expanded meta-plot, others longed for the classic, open-ended framework that had made the setting so adaptable.

GREYHAWK AND ITS EVOLUTION

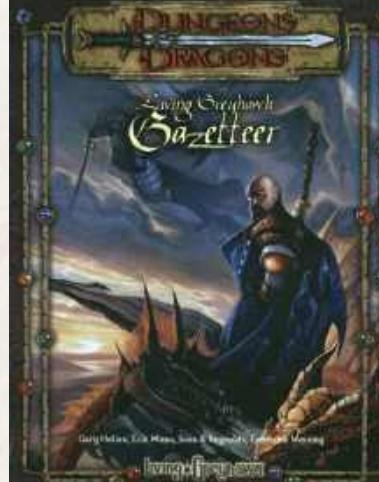
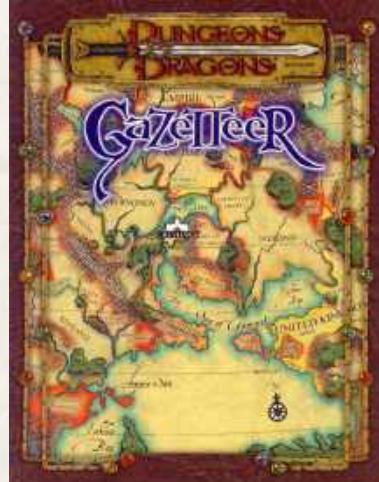
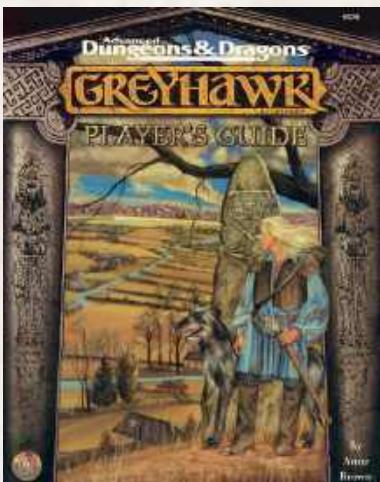
DUNGEONS & DRAGONS has undergone numerous iterations since its inception, evolving from the original 1974 booklets into more complex systems over the decades. The introduction of Advanced DUNGEONS & DRAGONS (AD&D) in 1977 formalized rules for expanded gameplay. AD&D's second edition in 1989 brought additional player options with minimal mechanical changes, followed by the revolutionary 3rd edition in 2000, which introduced the d20 System that briefly dominated the RPG market. A more divisive 4th edition launched in 2008 with major mechanical changes but struggled with acceptance, finding some crossover appeal in the MMORPG space.

The current edition, 5th Edition (5e), debuted in 2014 to widespread critical and fan acclaim. Its streamlined mechanics and accessibility attracted millions of new players, making it the most commercially successful version of the game. Over the last decade, 5e has sold more products than the previous 40 years combined, revitalizing D&D and securing its place as a cultural phenomenon.

GREYHAWK'S PLACE IN THE 5E ERA

Despite the edition's popularity, Greyhawk fans grew increasingly frustrated as Wizards of the Coast shifted focus to the Forgotten Realms as the default setting for 5e. While Greyhawk saw occasional nods, such as updates to classic modules in *Tales from the Yawning Portal* anthology and the release of *Ghosts of Saltmarsh* in 2019, the setting largely faded into the background.

This changed with the announcement of a refreshed core rulebook set in 2023, celebrating D&D's 50th anniversary. Wizards revealed that the 2024 *Dungeon Master's Guide* (DMG) would feature Greyhawk as the example setting for world-building. Released in November 2024, the DMG included 32 pages of setting material covering the Flanaess, echoing the 1980 *World of Greyhawk* folio. The timeline was reset to 576 CY, the original starting year, offering



players the same sandbox experience Gygax envisioned decades ago.

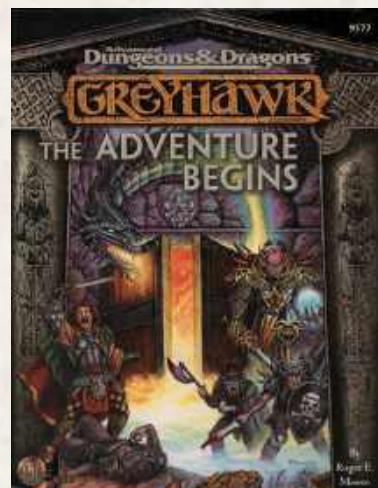
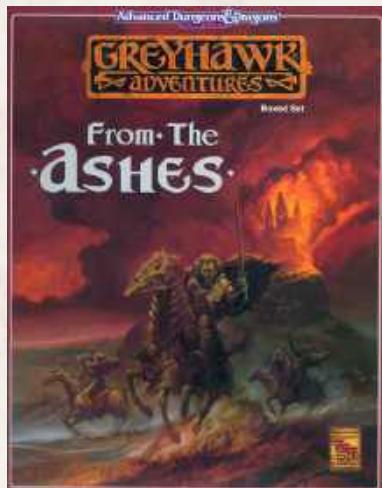
As Gygax wrote in the 1980 folio, “*The current state of affairs in the Flanaess is confused indeed. Humankind is fragmented into isolationist realms, indifferent nations, evil lands, and states striving for good.*” Wizards embraced this same approach, giving players the tools to shape their own narratives while leaving the future of Greyhawk in the hands of the community through platforms like the DM’s Guild.

ADAPTING 5E FOR GREYHAWK

Integrating 5e into Greyhawk presents unique challenges, particularly for players seeking to capture the old-school feel of the original setting. While AD&D developed organically with a simple foundation of Fighter, Cleric, Thief, and Magic-User classes, 5e’s all-inclusive design creates a “kitchen sink” feel. This can clash with Greyhawk’s tone, particularly when considering the inclusion of “exotic” species like Tieflings and Dragonborn as core player options.

In the Flanaess, these species would be perceived as monsters, and would be greeted with suspicion or outright hostility in less cosmopolitan areas. Greyhawk Expanded addresses this by re-imagining these species to fit the setting’s themes. Tieflings, Goliaths, Genasi, and others are given unique cultural contexts, ensuring they feel natural within Oerth. Regions beyond the Flanaess provide a narrative solution for other 5e species, inviting players to explore lands like the Celestial Empire and the previously unknown Touv people of Great Kundali in Hepmonaland.

An often-overlooked part of Greyhawk’s history is the original *Oriental Adventures* sourcebook (1985). Initially designed to expand the Greyhawk setting, it introduced “Asian-style” cultures to Oerth. However, it was ultimately published as part of the Forgotten Realms’ Kara-Tur setting. Gygax’s intent to integrate these cultures into Greyhawk remains evident, and Greyhawk Expanded honours that vision by incorporating lands such as the Ryuujin and Celestial Empires, Behow, and Sa’han. These regions build on the original material while respecting modern sensibilities and the setting’s established tone.



AD&D® ORIENTAL ADVENTURES Handbook

by Gary Gygax

As if *Unearthed Arcana* wasn’t enough, the Game Wizards strike again with a new, original rules expansion for the AD&D game — covering the worlds of the mysterious East! *Oriental Adventures* is a major new hardcover book that gives you the official character classes, spells, and magic items you’ve been demanding, including Samurai, Ninja, and Wu-Jen Oriental Magic-Users! Plus an expansion of the WORLD OF GREYHAWK™ Fantasy Game Setting covering the Oriental lands of Oerth! Reserve your copy now, because this is going to be the hottest item around!

DRAGON MAGAZINE #102 (OCT 1985)

CLASSIC AND EXPANDED OPTIONS

Greyhawk offers distinct player options that set it apart from other settings. Longtime favorites like Half-Ogres, Valley Elves, and Gray Elves return, along with nuanced takes on Dwarves and other species. Additional content draws from both Gygax’s work and 5e’s expanded possibilities, ensuring a rich blend of nostalgia and innovation.

Unlike a simple update, Greyhawk Expanded is a re-imagining, breathing life into the setting while maintaining its old-school sandbox nature. The book builds on decades of lore, adapting it for a modern audience without sacrificing what made Greyhawk unique.

This book delves into Oerik’s untold histories and distant regions, from the mysterious Celestial Empire to the genie-haunted Baklunish West and the mystical lands of the Zahind. Drawing on obscure lore and fan-favourite material, it offers a unified vision of Oerth that respects Gygax’s original sandbox spirit while providing modern players with new opportunities for adventure. Alongside these updates are new subclasses, species, backgrounds and even equipment tailored to Oerik.

Welcome to the sandbox—your story begins here.

SO WHO IS THIS BOOK FOR?

Greyhawk Expanded began as a project to codify and update my on-and-off 30+ year campaign to the current edition of the game. As new 5e publications were released, I added new classes, races and other features to *my* Greyhawk. Let me repeat that... this is **MY** version of *The World of Greyhawk*; there are many like it, but this one is mine.

And now it can be yours too. Originally this book was intended for my players, to put all of the player options in one place for them simply for ease of use. It served as an introduction to the setting for new players over the years and it helped old Grognards who played at my table understand how *this* Greyhawk differs from what they might already know from other sources.

Since Greyhawk was Gary Gygax's home campaign setting, it also became the default D&D setting for much of the early history of the game. It also served as the default setting for much of 3rd edition. An executive decision was made early that only source material extant during Gygax's creative leadership of the setting would be adopted as canon for our expanded 2024 version of the setting. That is the starting point.

So what does that mean? Well for starters, it means things like the Greyhawk Wars or the rise of Turosh Mak simply have not happened. The Vatun ruse Iuz used to manipulate the northern barbarians hasn't happened. The Great Kingdom has not self-destructed and the Scarlet Brotherhood (now *Order*) is still an enigma to most people on the Flanaess.

We've reset the clock to 576 CY which is the default starting time presented in the original folio, the 1983 boxed set and the new 2024 Dungeon Masters Guide. From this starting point we have set about re-imagining the setting with as little bias from later published materials as possible. While I'm no JJ Abrams, I tried to re-imagine the setting through an Abrams-like lens. Just like his re-imagined Star Wars and Star Trek universes are very familiar, they are also new and exciting in many respects. Kirk and Spock are still there but Abrams literally blew up the planet Vulcan in his reboot for example!

So what was the process? First let me explain my overall approach to world building, something I've been doing for over 40 years. My formal education is in anthropology and history so my natural inclination is to give the world an organic feeling. I ask myself "why" and "how" a lot. Why is this population where it is? How

did it get there? What kind of society would they build and what impact would magic and the supernatural have on their development? I looked to real world history and migration patterns of populations for inspiration. I wanted to recreate the Oerth version of the Indo-Europeans and similar groups and let them evolve on Oerth in a natural manner. I applied this questioning to nearly all aspects of Greyhawk but I did not want to fundamentally change the nature of the setting. The last thing I wanted to do was turn Greyhawk into a "kitchen sink" setting just so 5e material could be shoe-horned in.

This required a complete re-imagining of Oerik prehistory. I've reviewed many fan-created histories, including that of former TSR writer, Len Lakofka, and I adopted some of this material but found that an entirely new history was required for the 2024 expanded setting. Drawing on some obscure canon lore from the history of the Githyanki, I stumbled upon the notion that the Gith were once human, their original home world being Oerth where they lived in a nation called Zarum that was subsequently conquered by Mind Flayers. From this canon nugget, I began reworking the history of the world, weaving in other previous lore and background material as needed.

Slowly the other regions of Oerik were fleshed out, not in a vacuum but rather as part of a unified history of the entire continent. The Suel backstory was further expanded and lands merely hinted at in the Gord the Rogue novels were given life and linked to the world in a natural and integrated way.

On the Baklunish people and their homeland... this region was the least developed in the original folio and boxed set. There is very little detail provided for their nations and culture and out of the core human ethnicities, the Baklunish have the lowest word count in the original sources. They don't even have a fully fleshed out pantheon of gods and goddesses like the Oeridians, Flan, Suel and even the Olman did later (in post-Gygax development). The Living Greyhawk campaign was the first time that the Baklunish West was fleshed out. Unfortunately, the Living Greyhawk teams made the Baklunish analogous to real world Islamic culture, right down to the use of the words *mosque*, *mufti* and *imam*. Whereas the original Gygax-era Baklunish had a vaguely pre-Islamic Arabian/Persian feel to them in the vein of *Ali Baba and the Forty Thieves*, this new Living Greyhawk treatment made them Oerth versions of Muslims, even giving them their own Sunni/Shia-like schism.

While I understand the attraction of grounding them in real world tropes, there is a religious and ethnic insensitivity to it that did not sit well with me and this change was never adopted into my home campaign. So, in the 2024 expanded version, the Baklunish have been *de-Islamified*. They have been returned to their Arabian, Persian and Turkic analogs. We didn't want real world modern Arab stereotypes confusing things so to solidify this, we doubled down and made the Baklunish West a land of wonder and intrigue, one populated by elementalist wizards and sorcerers, one where genies walk among mortals and their offspring, the *Saab'Sirat* (i.e. genasi), are not uncommon. We re-imagined their cultural development from the time of the Twin Cataclysms forward and we expanded them further west to the lands of Risay and Komal which were mentioned in passing in Gygax's *Gord the Rogue* novels.

And then there is the map. There are two “*canon*” maps of Oerik beyond the Flanaess. The one found on page 7 of the original folio and then there is the map published as the official setting from the Chainmail miniatures game that WOTC republished in the early 2000’s. This latter map radically expanded the landmass of Oerik to, what I consider, a completely unrealistic scale. Add to that this expanded map was also uninspired aesthetically (it was a huge rectangle with triangle islands at the corners) and the original folio map was the one Gygax worked from... we went with the earlier map as our canon geography. Since it was really only an outline map, we went to work building the major mountain ranges, rivers, forests cities, trade routes, etc.

Similarly, the Olman and Touv, human ethnic groups published after Gygax’s departure form TSR are little more than vague stereotypes of essentially how western popular culture stereotype meso-American and pre-colonial African cultures. In the case of the Olman, real world Mayan and Nahuatl deities were adopted whole cloth and the myth of the “human-sacrificing savages” was continued.

It was also in this way that the Suhfeng, Zahind, Murians and Risayni were detailed and fleshed out. Careful consideration was given to making them unique cultures that stand on their own and that are not simply cookie-cutter reproductions of real world cultures. So while the Celestial Empire of western Oerik may have features reminiscent of the lands of ancient China, Korea and Japan, we make a conscious decision to change the history and culture enough to turn things on their head with the use of fantasy elements. It seemed like an obvious design choice to

A NOTE ON TECHNOLOGY

Oerik, and especially the Flanaess, is a land of contrasts when it comes to technology. On the one hand, the remnants of what modern-day people would recognize as high technology (such as the *Machine of Lum the Mad* and the *Mighty Servant of Leuk-O*) exist, bespeaking of a distant past in which the creation of such devices was at least possible. Too, lasers, computers, and robots have, from time to time, found their way to Oerth from other worlds, and figures such as the wizard-gunslinger *Murlynd* have brought firearms and other technology through magical means. Even the original Castle Greyhawk had levels that were filled with modern machinery and factory equipment.

Thus, the idea of Oerth as a post-apocalyptic place, at least in some semblance, has permeated it from the beginning. On the other hand, it is also the case that gunpowder (and its variations) will simply not function in Oerth’s atmosphere (*the afore-mentioned Murlynd having a magical aura that proves the exception to the rule*). Thus, its armies, although of the late-Medieval period technologically in many respects, do not have access to firearms. The DM is encouraged to maintain this fine balance introducing science-fiction technology sparingly, but leaving prosaic gunpowder out of the campaign.

This guideline is in keeping with Gary Gygax’s approach to the idea (he was **adamant** about the no-gunpowder rule). That said, this is **YOUR** Greyhawk so DMs may choose to follow this guideline or ignore it as their leisure. Should DMs wish to incorporate blackpowder weapons like pistols and muskets into their campaigns, the recent arrival of technomantic Touv explorers from Hepmonaland provides a good excuse to do so.

weave actual Celestials into a nation called the Celestial Empire after all. So on the base of a mythic ancient Chinese-like culture, we overlaid core D&D tropes like demons and dragons. We’ve taken a similar approach with the Rhennee and the negative stereotypes associated with the real world Roma people. In expanding the setting we have attempted to correct some of these previous design decisions to make these cultures more three dimensional.

Finally, a word on the post-Gygax material. As mentioned previously, the default year for Greyhawk Expanded is 576 CY. That means things like the Greyhawk Wars, which occur after 576 CY on the timeline, have not happened yet. That part is easy. What was more problematic was the massive amount of detail the Living Greyhawk campaign added to the setting. While some of it was time-stamped and therefore easily ignored, other material expanded upon history or added geographic or demographic details. For these we simply kept the stuff that worked with our newly re-imagined Greyhawk and ignored the rest. So, these are the basic foundations of the process used to re-imagine and expand upon the setting presented in the 2024 Dungeon Masters Guide. We hope you enjoy exploring it. Use the stuff you like, ignore what you don’t.

That’s the genius of the Greyhawk setting... ...its always been a sandbox.



JPkrasny 03

CHAPTER 1

A HISTORY OF OERIK



ERTH IS A MASSIVE, ROTATING SPHERE WITH a circumference of 25,200 miles, giving it a diameter of approximately 8,021.5 miles and a total surface area of about 202 million square miles. Around Oerth, the sun and moons revolve in their fixed orbits, shaping the rhythms of life on the planet.

Oerth exists among countless other worlds, separated by unseen barriers or the thin veils of reality. Magic is a defining force here, influencing its history and character. Magical conflicts and restorations have left lasting marks, and portals occasionally connect Oerth to other realms. This profound magical presence attracts strange beings from distant worlds, many of whom settle in the dark, hidden depths beneath the surface, far from the sunlit lands.

The sun travels around Oerth once every 364 days, moving through the Zodiac in a consistent cycle. *Luna*, the pale Great Moon, waxes and wanes every 28 days, defining the months, while *Celene*, the aquamarine Lesser Moon, reveals her full beauty only four times a year, signaling key festivals. When both moons are full, significant and mysterious events often coincide with the positions of the five wandering stars.

Oerth's known geography includes at least four continents. The largest, *Oerik*, makes up about 14.66% of Oerth's surface and lies mainly in the northern hemisphere. Southeast of Oerik is the tropical land of *Hepmonaland*, while *Telchuria* occupies the northern polar regions. A near-mythical southern continent, sometimes called *Aqueneth* (in elvish) or *Aquaria* (in Old Oeridian), is less well-documented. Surrounding Oerth are numerous islands, including *Fireland* in the Solnor Ocean and the icy *Polaria* chain near the southern pole.

The northeast corner of Oerik, called the *Flanaess*, is the most detailed and familiar region, named after its indigenous *Flannae* people. This area, featured in the 1980 World of Greyhawk folio, the 1983 boxed set, and the 2024 *Dungeon Master's Guide*, spans about 6.5 million square miles of land. It excludes areas like the Amedio Jungle, Hepmonaland, and the Sea of Dust but remains central to the lore and campaigns of Greyhawk.

Oerth is a world of contrasts, where magic and mystery shape a landscape of endless possibility. Good and evil clash, as do law and chaos, creating a rich tapestry of conflict and adventure. Its most iconic city, the *Free City of Greyhawk*, is a bustling hub filled with adventurers, merchants, thieves, and scholars, all seeking fortune or glory. Across the world in

western Oerik, the *Celestial City of Tianshi* rivals Greyhawk's fame, boasting over a million residents from dozens of species drawn from across the multiverse. Together, these cities embody the wonder and diversity of Oerth, a realm of imagination and endless storytelling.

GEOGRAPHIC DIVISIONS

When referring to the World of Greyhawk, one is typically talking about the northeast portion of the continent of Oerik known as the Flanaess. This is the area best defined and described in the original Folio, Boxed Set and 2024 DMG editions of the setting however it is only a small portion of the continent of Oerik. Oerik is divided into a number of geographic and/or cultural regions. The "mega-region" known as the Flanaess consists of several subdivisions.

THE FLANAESS

Being the eastern portion of the continent of Oerik on the world of Oerth.

CENTRAL FLANAESS

The lands from the north coast of the Nyr Dyv to the edges of the Cold Marshes and east of Yatils and Lortmils Mountains were once the extant of the once mighty Great Kingdom of Aerdi. The rich soil and the pleasant climate, combined with healthy trade relations with their neighbours to the east, south and west, make this a strong and wealthy region. Centered on the Velverdyva River this land was largely populated by Oeridians in its early history, but has strong influences from Flan, and to a lesser degree, Suel heritage. Once part of the Vice-royalty of Ferrond, which in turn was part of the Great Kingdom, most of the nations of this region have since become independent and remain on good terms with each other.

It is threatened by the Lands of Iuz and the scheming Horned Society which form this region's northern marches. Humanoids, and worse, abound in the adjacent Bandit Kingdoms to the northeast, with the human Shield Lands established to check their expansion. The Kingdom of Furyondy and Archcleric of Veluna dominate the majority of this region while the Free City of Greyhawk is a dominant player in the south and east. This region which also includes the olven nation of Highfolk, the noniz Viscountcy of Verbobonc, the Free Cities of Dyvers and the mountainous nation of Perrenland. Finally, the enigmatic Horned Society and the lands of the evil demigod Iuz forms a bastion of evil in this generally good-aligned region of the Flanaess.





CONTINENT OF
OERIK
576CY

(AND HEPMONALAND)

EASTERN FLANAESS

The lands east of the Nyr Dyv, south and east of the Rakers and north of the Vast Swamp, off to the Solnor coast, are the heartland of Aerdy, the Great Kingdom. Once dominating much of the Flanaess, the Great Kingdom has been in decline for centuries. These lands are rich and their climate pleasant, though long years of oppression have damaged the economy. It is not unheard of for euroz and goblinoid species to live among the numerous, warlike Oeridians here and most major cities of the region have significant orc, goblin and hobgoblin minorities. Hellborn tieflings (q.v..) are also not unheard of in this region and many are open about their fiendish heritage. The eastern Flanaess also covers the regions that have broken away from The Great Kingdom in recent decades who now form the Iron League defensive alliance. These include the olven nation of Sunndi, Idee, Onnwal, the City of Iron Gate, the Kingdom of the Iron Hills, and the dwarves and gnomes of the Glorioles and Hestmark Highlands.

These lands between the eastern and southern Nyr Dyv and the line marked by the southern Rakers are temperate and fertile. The Griff Mountains form the northern boundary. Oeridian-Suel bloodlines are dominant in this region, with strong Flan influences in the Pale and the Duchy of Tenh. This was the last region to be settled by the Oeridians during the migration era. The southern area was once the tribal homeland of the Oeridian *Nehron* tribe, and the entire region was then part of the Oeridian-dominated Great Kingdom, but after Nyrond claimed independence, so too did Urnst, Almor, Tenh and The Pale. This region is noble but beset by many enemies and with ever dwindling resources and internal stability.

NORTHERN FLANAESS

This region is grouped more for geography than similarities between its inhabitants. The Baklunish Chakyik and Wegiur, the Flan Rovers of the Hunting Grounds, the remote Archbarony of Arn, the Hold of Stonefist, the chaotic Bandit Kingdoms and the three Northern Kingdoms of the Thillonrian Peninsula do not share many cultural connections.

The isolated, mountainous region at the northeastern edge of the Flanaess is home to many barbarians of nearly pure Suel blood. A cold stretch of land, divided by mountains, it's a ruggedly beautiful landscape with coniferous forests and deep fjords. The climate is subarctic, with rocky soil and a brief growing season. The northern Suloise people that inhabit this realm call their land *Rhizia*, meaning "North Kingdom" in their language. This nation consists of three rival groupings: the North Kingdom of the Fruztii sometimes referred to as *Frost Barbarians* by their Aerdi enemies; the North Kingdom of the Schnai or *Snow Barbarians*; and the *North Kingdom of the Cruski* or Ice barbarians. It is entire region is known as the Thillonrian Peninsula to most non-Suel cartographers. The Hold of the Stonefist, located on the coast of the Icy Sea is a mixed Flan-Suel nation, and has gained many enemies over the years.

These lands, combined with the lands of the Baklunish nomads north of the Yatil Mountains, from the Dramidj coast to the Fellreev Forest and Bluff Hills, make up the Northern Flanaess. The climate in this region of steppes and coniferous forests varies from cool to frigid, making this a sparsely settled area home mostly to nomads, euroz, and jebli, etc. Much of the northern Flanaess is generally wilderness dotted with ruined human towns and active orc villages and camps

OLD KEOLAND

The fertile river valley of Old Keoland is almost completely enclosed by mountains until it reaches the Azure Sea. Two great rivers, the Sheldomar and the Javan, water these lands between the Crystalmists and the Lortmils. The climate here is warm and mild, and many elves, dwarves, gnomes and halflings live in peace alongside Suel, Oeridian, and Flan farmers and lords. Once all part of the Kingdom of Keoland, many of the neighbouring nations like the Flan-dominated Grand Duchy of Geoff, the Earldom of Sterich, the Gran March and the freemen of the Yeomanry grew independent after disagreeing with Keoland's past expansionist militarism. The region is threatened by chromatic dragons, subterranean foes from deep within Oerth, humanoids, including giants, from the surrounding mountains and the organized humanoid and brigand forces of the Pomarj.

WESTERN FLANAESS

Survivors of the Invoked Devastation settled these temperate prairies, forests, and coastal lands about one thousand years ago. Largely separated from the rest of the Flanaess by the great Yatil, Barrier Peaks, and Crystalmist Mountains, these realms are a stronghold of Baklunish culture. The Kettites have slightly mixed bloodlines from interacting with the people of Bissel, Veluna and Perrenland while wide ranging Ulakand horse nomad clans are of mixed Baklunish/Suhfeng ancestry. Peoples of this land range from nomadic horsemen to grand merchant cities with powerful navies. This land is stable and secure, with few current outside threats. Ket occasionally send small raids to Bissel and Veluna, Ekbir suffers piratical raids from the Dramidj, Tusmit remains stable by playing neighbour off neighbour and Zeif is constantly pushing back against nomads from the Plains of the Ulakandars and undead hordes that occasionally move into their territory from the ruins of the old Baklunish Empire.

CENTRAL OERIK

Bounded by the Barrier Peaks, Crystalmist and Hellfurnaces mountain ranges in the east, the Tyurzi and Mandarian mountains in the west, the Dramidj ocean in the north and the Zahind mountains in the south, Central Oerik is a land of diverse environments, climates and cultures.

Most lands that touch the southern Gulf of Ghayar were once part of the old Baklunish Empire. After the Invoked Devastation many refugees fled north and west. A large group were led by the Djinni known as Risay and the nation

she founded still bears her name. This region is arid and dry with its largest feature being the Great Flame Desert and its colourful dunes. Here dwell the dervishes of Komal and the desert forms a natural barrier between the Baklunish Risayni and the Murian city-states to the north. On the eastern shore of the Gulf of Ghayar is the original central portion of the old Baklunish Empire, its ruined legendary capital existing somewhere within. This region today is avoided by nearly all living things and is now a land dominated by undead horrors and ruined landscapes. The great Mithral Road between the Baklunish and Suhfeng lands gives this area a wide berth. Finally this region also covers the mixed Baklunish-Suhfeng Khanate of Jorun in the western Dry Steppes and the new Oeridian colony of Prestoria in a valley of the Tyurzi Mountains southeast of the Taklan Pass. Beyond these islands of civilization, the majority of central Oerik is wasteland with both the Dry Steppes and the Sea of Dust being the result of magical warfare between the ancient Baklunish and Suel empires.

HEPMONALAND

Hepmonaland is a sub-continent to the southeast of the Flanaess. Hepmonaland is the Suel name for the land, while the Olman call it Xamolatatl, “*Home of the People*,” and the Touv call it Melavi, “*The Bountiful Place*. ” The northern half of the sub-continent is largely tropical rain forest and swamp while the southern half is primarily scrub and savannah with the Great Southern Desert at its southern terminus. Hepmonaland is primarily populated by a human group known as the Touv with a significant Yuan-Ti presence in the northern jungles where remnants of the ancient Torhoon Empire still exist. Tabaxi leonin barbarians dominate the areas on the edges of the Great Southern Desert. Hobgoblin pirates that ply the Oljatt Sea are thought to have a presence in Hepmonaland as well.

The land is bounded by the Densac Gulf and Vogan Sea to the west, the Solnor Ocean and Sea of Sharks to the east, the Tilva Strait to the northwest, and the Oljatt Sea to the northeast. A spur of islands splits off from the sub-continent’s western shore, curving north to form Xuxchan Bay. A large island, the Isle of Singing Stones lies to the southwest. An unhealthy tropical marsh, the Pelisso Swamps, sits along much of the continent’s northeastern coast.

SOUTHERN OERIK

The lands from the Amedio Jungle in the east to the Tyurzi mountains in the west and south of the Zahind mountain range from the region known as Southern Oerik. These areas are dominated by a number of human and non-human cultures. The Amedio itself was home to a powerful Olman empire that has since fallen; the city-state of Xamaclan being its last holdout. Today, the Olman in the north of this steaming jungle find themselves the target of attacks from explorers and slavers from Old Keoland and beyond.

The lands of Zahind are located adjacent to Old Zarum, between the great Tyurzi and Zahind mountain ranges with the Vogun Sea to the south. It is largely populated by humans but much political power rests in non-human hands. The area was once a single, large kingdom but it was invaded and partially occupied by the Suel Imperium in ancient times. In 576 CY, the region is dominated by six kingdoms, known as Rajis, half of which are ruled by non-humans (a naga, a rakshasa and a tabaxi to be precise).

To the east of the Zahind lands lies the Sunelan Coast, a tropical realm of countless island archipelagos. It boast the last surviving remnant of the Suel Imperium along with both terrestrial and subquatic nations of humans, sea elves and others. Beyond the Zahind lands to the south and west lie the ruins of Old Zarum, said to be the home of all humanity in the multiverse and beyond that is the impassable jungles of Vulzhar.

WESTERN OERIK

By far the largest region on the continent, it is dominated by a single nation: the Celestial Empire. Stretching from the Tyurzi Mountains in the east to the Pearl Ocean in the west and the western Dramidj Ocean to the north this region also contains other independent and semi-independent nations, the wastelands of Pesh and the frontier and wilderness region of Wunan. The region is known as the home to Oerik’s largest city: Tianshi, capital of the Celestial Empire and home of the Empyrean Jiao. The Empire actively defends against outsider and monster incursions coming from the wastelands of Pesh to the north and the Emperor long ago erected the Demon Wall to aid in that effort. This massive stone structure, said to have been pulled from Oerth itself in a single day, is truly one of the wonders of the world.

The longest mountain range and tallest peaks in all of Oerik are found among the Tyurzi Mountains that divide central and western Oerik. This near impossible range is home to a number of nations of humans, dwarves goliaths, aarakocra, and goblinoids. This regions is largely made up of small, independent principalities with three major exceptions: the mixed Suhfeng-Baklunish trading superpower of Sa’han who control trade through the Taklan Pass, and the high altitude monastic nation of Behow which is populated by humans of mixed Suhfeng-Baklunish-Zahind stock and Oerik’s largest population of Goliaths. Many dwarfholds also riddle this alpine region.

GREYHAWK SET AND SETTING

The World of Greyhawk is one of the most iconic and influential settings in the history of DUNGEONS & DRAGONS. Its rich history, grounded tone, and endless opportunities for adventure have made it a favourite among players and Dungeon Masters alike. Understanding what defines a “classic Greyhawk” campaign requires examining the interplay of its “set” and “setting”—the tone and themes that shape its stories and the physical and cultural environment in which those stories unfold.

SET: TONE AND THEMES OF GREYHAWK

The foundation of Greyhawk's appeal begins with its maps, which are more than navigational tools; they are works of art that inspire imagination and adventure. Designed by Darlene in the 1980s, the original maps feature vibrant colours, a hexagonal grid, and a hand-drawn aesthetic that captures the spirit of exploration. They depict the Flanaess, the eastern part of Oerik, with enough detail to guide players while leaving room for Dungeon Masters to expand. These maps, full of mystery and potential, invite adventure.

Exploration is central to Greyhawk campaigns, offering ruins, dungeons, and uncharted lands to uncover. Legendary locations like Castle Greyhawk and the Temple of Elemental Evil beckon adventurers, while wilderness regions like the Amedio Jungle and the Sea of Dust test their endurance. Modern cartographer Anna Meyer has enhanced this legacy, updating the maps with decades of lore, preserving their spirit of discovery while adding clarity and depth.

Greyhawk's tone is shaped by its history and ever-present conflict. The Flanaess was once home to nomadic Flannae and peaceful demihuman enclaves until the Twin Cataclysms forced Suel and Oeridian migrations eastward, reshaping the land. Over centuries, colonization and war created a fractured political landscape where nations like the Great Kingdom, Keoland, and the Baklunish West vie for dominance. Knightly orders such as the Holy Shielding and the Knights of the Hart uphold ideals of honour amid the chaos. This dynamic backdrop allows players to influence the course of history or exploit the discord for personal gain.

Set in 576 CY, a classic Greyhawk campaign begins in a time of relative stability, with looming threats of upheaval. Free from later developments like the Greyhawk Wars, this starting point preserves an open-ended sense of possibility. Political intrigue and regional tensions create a world on the edge, offering adventurers countless ways to shape its fate.

Magic in Greyhawk is pervasive yet restrained, maintaining a sense of awe and wonder. Figures like Mordenkainen and his Circle of Eight, the Keoish Silent Ones, and Iuz the Old highlight the profound role magic plays in shaping the world. Ancient ruins and lost empires teem with artifacts and secrets, inviting players to explore the intersection of mundane life and the supernatural. This careful balance ensures that magic feels powerful and rare enough to remain mysterious.

Greyhawk thrives on moral complexity. Good and evil, law and chaos constantly clash, but these forces rarely appear in pure forms. Villains like Iuz, Vecna, and cults of Elemental Evil and Tharizdun often dominate, creating a world where darkness feels ascendant. Players may choose to stand as champions of good, pursue personal gain, or navigate the shades of grey in between. This flexibility is a defining feature of Greyhawk, allowing campaigns to explore themes of heroism, self-interest, or the tension between the two.

Greyhawk's interplay of exploration, conflict, magic, and moral nuance defines its enduring appeal. Its maps inspire curiosity, its history provides depth, and its portrayal of morality and magic creates a world of limitless possibilities. A classic Greyhawk campaign weaves these elements together, immersing players in a setting where every choice has weight and every adventure leaves a lasting impact.

CALENDAR OF THE FLANAESS

Month	Common	Olven	Nomads	Season
Needfest				
1	Fireseek	Diamond Dice	Tiger	Winter
2	Readyng	Yellowwillow	Bear	Winter
3	Coldeven	Snowflowers	Lion	Sing
Growfest				
4	Planting	Blossoms	Frog	Spring
5	Flocktime	Violets	Turtle	Spring
6	Wealsun	Berrytime	Fox	Low Summer
Richfest (Midsummer)				
7	Reaping	Goldfields	Snake	Low Summer
8	Goodmonth	Sunflowers	Boar	High Summer
9	Harvester	Fruitfall	Squirrel	Autumn
Brewfest				
10	Patchwall	Brightleaf	Hare	Autumn
11	Ready'reat	Tinglingice	Hawk	Autumn
12	Sunsebb	Lacysnows	Wolf	Winter

Days of the Week: Sunday, Starday, Moonday, Godsday (worship), Waterday, Earthday, Freeday (rest)

Each month has twenty-eight days. Each Festival is 7 days long.

SETTING: THE PHYSICAL AND CULTURAL WORLD OF GREYHAWK

When Gygax created Greyhawk, he envisioned a world dominated by humanity. Humans are the most populous and influential species in the Flanaess, with demihumans like elves, dwarves, and halflings typically confined to isolated enclaves. This focus on human politics, culture, and ambition establishes the setting's medieval, low-fantasy tone.

Modern D&D mechanics, however, present challenges to this classic vision. Exotic species like Tieflings, Dragonborn, and Goliaths are now core player options, yet their presence can disrupt Greyhawk's human-centric feel. Traditionally, such characters might be treated as monsters, met with suspicion or hostility in many areas. Greyhawk Expanded addresses this by incorporating regions beyond the Flanaess, such as the Celestial Empire and the Ryuujin lands, as homes for these species. This approach preserves Greyhawk's medieval aesthetic while embracing modern inclusivity.

The Flanaess, covering about 6.5 million square miles, is the heart of the Greyhawk setting. Its diverse regions, including the decadent Great Kingdom, ambitious Keoland, and the chaotic Bandit Kingdoms, offer opportunities for storytelling, from courtly intrigue to wilderness survival. Yet the Flanaess represents only a small portion of Oerik. To the south, the mysterious Zahind holds ancient secrets, while the west boasts the culturally rich Celestial Empire. Beyond Oerik, adventurers might explore Telchuria's icy polar expanse or the semi-mythical continent of Aqueneth, whose uncharted lands remain steeped in legend. These rarely detailed regions provide Dungeon Masters with endless possibilities while maintaining Greyhawk's tone and themes.

Greyhawk's pantheons mirror its cultural diversity. The Flannae, Suel, Oeridian, and Baklunish gods form the foundation of religious life, enriched by groups like the Touv and Murian deities. Over centuries, these pantheons have blended into a tapestry of worship. Clerics and paladins have no shortage of patrons, from Pelor, the sun god, to Nerull, the reaper, each shaping the setting's politics and morality. Religion in Greyhawk is more than a backdrop; it is a driving force in the world's ongoing struggles.

DEFINING A CLASSIC GREYHAWK CAMPAIGN

A classic Greyhawk campaign is defined by its balance of exploration, conflict, and moral complexity. The maps and history of the setting invite players to delve into ruins, navigate political intrigue, and confront ancient evils. At the same time, the setting's human-centric tone and medieval aesthetic provide a grounded framework for storytelling.

Magic and mystery add layers of wonder to the world, while the diverse pantheons of Greyhawk offer endless opportunities for divine and arcane characters. The moral ambiguity of the setting allows players to shape their own paths, embracing heroism, self-interest, or a mix of both.

Ultimately, Greyhawk is a sandbox where the actions of players drive the narrative. Its set and setting combine to create a timeless world of imagination, where adventurers can leave their mark on a land teetering on the edge of chaos and opportunity. Whether exploring the Free City of Greyhawk or venturing into uncharted territories, a classic Greyhawk campaign offers endless possibilities for discovery and adventure.



SKULQUE WITHAKEW, THE
FREE CITY'S MOST FEARED
GOBLIN ROGUE

A HISTORY OF OERIK

The oldest myths and legends tell of many different things; the humans tell of the time of change, when the very magic of Oerth forged the different species from a human stock, some olves speak of “*The Awakening*,” when they found themselves on Oerth after the battle of Correlon and Gruumsh; the dwur speak of *Forge Time* when Moradin forged the lives of the Dwarven Fathers and set them under mountain. Other major forces stirred both evil and good, and warfare was frequent.

Each of the major species of Oerth split and formed sub-groups which often warred with each other and took different powers to worship. The olves were sundered, some taking to the deep forests, some to mountain fastnesses, some to the seas, and some to the deeps of the Oerth, and so too split Dwur, and Noniz. Humanity, the most prolific of the peoples counted among the higher species (unlike those called lower, created by evil powers in mockery of the earlier formed), spread first on the continent later called Oerik. Here, too, were the demi-human species, and the humanoid hordes most prevalent. The demi-humans held sway in the east of that land, and the humans held sway in the west.

Much of the land of Oerik was then dominated by three main groups: Giants, Dragons and Reptilians. Giantkind held sway across most of eastern and central Oerik including the areas now known as Zahind, the Sea of Dust and the Flanaess. Dragons were more prevalent in the west where they preferred solitude, while the reptilian Torhoon Empire dominated Hepmonaland, the Amedio and much of the southern Flanaess.

The commonly understood history of the Flanaess begins just over one thousand years ago, when the great conflict between the ancient Suloise and Baklunish empires forced massive migrations eastward across, around, and even under the western mountain ranges. This resulted in the mixture of species and cultures that defines the modern Flanaess. The history of other regions of Oerik are little known by

FLANNAE NOMENCLATURE

Many Flan names are used for the various peoples of Oerik in this publication. Some of the common ones include:

- Asimar - Eismyr
- Buchveer - Bugbear
- Celbit - Kobold
- Bovaz - Minotaur
- Dwur - Dwarf
- Demi-Drakur - Dragonborn
- Dywyll - Tiefling
- Euroz - Orc
- Eiger - Ogre
- Golaad - Goliat
- Gundrim - Giant
- Jebli/Jebline - Goblin/Goblinoid
- Hobniz - Halfling
- Hochjebli - Hobgoblin
- Kell - Gnoll
- Noblink - Norker
- Noniz - Gnome
- Olve - Elf
- Trunkt - Troll
- Sessek - Lizardfolk
- Zivort - Xgart

those on the Flanaess and many an Oeridian or Suel sage would be shocked to learn of the advancements made by the civilizations of the Suhfeng and Zin while those on the Flanaess were in the midst of a dark age after the collapse of the Suel and Baklunish Empires.

What is presented here is a history of the land accepted by most learned authorities in the civilized realms of Oerik. Not all of it will be known to all sages of course. The current time is the Common Year (CY) 576, which is also 1220 OR (Oeridian Record), 6091 SD (Suloise Dating), 5038 OC (Olven Calendar), 3235 BH (Baklunish Hegira), 2726 FT (Flan Tracking), 3333 ZC (Zin Calendar) and 7425 CR (Celestial Reckoning).



ORIGINS OF HUMANITY

Amongst the early human tribes in the southwest of Oerik arose the first great civilization of Zarum with its great capital city of Anithor, thought to be home to almost half a million people by -11,500 CY. The Zarumites dominated neighboring peoples, such as ogres, orcs and goblinkind species, and their society was divided into a rigid caste system, their lives ruled by ancient ritual. The ruins of Old Zarum today overflow with sacred spaces and temples, though the names of the ancient Zarumite animal-headed gods are still unknown.

At some point around 11,000 years ago, the Illithids invaded Zarum from a neighboring plane of existence (most believe it to be the Far Realm). Though the Zarumites fought fiercely, they were no match for the psionic might of the Mind Flayers, and soon they were enslaved. Many were brought to the Outer Planes and elsewhere to serve as illithid slaves. Other cities in Zarum were transformed into work pits where illithid overseers forced their slaves to toil for a thousand years. Over the centuries the illithid warped and changed many humans into other species and these new enslaved peoples were then redeployed throughout the illithids' plane-spanning empire.

In time the illithid empire was brought down by a rebellion led by a woman named Gith who was raised an illithid slave on another plane but who's ancestry stretched back to Zarum itself. As the illithid empire crumbled and Zarum was destroyed by Gith's forces, the now free residents of Zarum fled for their lives. Although many died trying to cross the mountain ranges and jungles that surrounded Zarum, eventually whole tribes began coalescing for protection as humanity scattered to the four winds.

These Zarumite refugees also included the peoples enslaved by the empire; most notably the Euroz, Eiger and Jebli, Hochjebli and Buchveer species. They too were scattered by the destruction of Zarum with humanity and in those early centuries they competed and warred with human tribes as

they spread out across Oerik. Over the next 2,000 years humanity wandered and struggled to survive. Multiple tribes of humans went extinct while others merged, split apart and reformed over the years. Eventually several dominant cultures emerged.

ORIGIN OF THE DWUR

Unlike the other species, the presence of the Dwarves on Oerik has been mainly limited to hills and mountains and is accepted to have occurred earlier than most of the other demi-human species. Also unlike the other species, they are very confident in precisely where they came from. Dwarves believe themselves to be the creations of Moradin, whom they often credit with creating the world and even all the other gods of every culture. They believe this event occurred over 10,000 years ago putting their first appearance on Oerik around the time the Illithids controlled Zarum in the west. The Dwarves however were first present in the east; their original homeland is in the Crystalmist and Sulhaut Mountains. Most Dwarves believe they were created deep beneath those mountains and eventually found their way to the surface where they have slowly spread over the centuries.

However much of this falls into the realm of speculation due to the reluctance of the dwurfolk to share details of their history, especially the origin of their written language and calendar. Most believe this is because they refuse to acknowledge that they acquired both from others due to their pride.

It is unclear as to when the Dwarves and Duergar diverged from a common culture. The few ancient dwarven records that have become available lack any such distinctions. From various descriptions of individuals, its believed to have occurred by at least by four thousand five hundred years ago, while other sages believe far earlier, during the height of Old Zarum.



HUMANITY REBOUNDS

By 9,000 years ago a people known as the *Su* had migrated to the north of Old Zarum finding a temporary home on the eastern edge of the *Sea of Grass*; what is today the *Dry Steppes*. This large tribe was further split by unrelenting competition from other human tribes and humanoid attacks alike, and by 8,500 years ago the *Su* had broken in two: the *Su-oise* people moving further north, and the *Su-feng* people who eventually found their way into the lands of what is today the Celestial Empire.

After another millennia of semi-nomadic life the *Su-feng* started building towns and villages and began organizing themselves politically and militarily to put an end to goblinoid depredations. Under the leadership of four legendary brothers known as the *Wind Dukes of Aqa*, they were finally successful in pushing the vast majority of the goblin and hobgoblin tribes from the area and into the lands to the south and west of Lake Baiken, a land known as *Pesh*. This event marked the beginning of the *Suhfeng Imperial Count* (IC) calendar with Year Zero (-6,850 CY). Unfortunately, the peace only lasted a generation. Upon the death of the last Wind Duke, many *Suhfeng* warlords arose to claim power for themselves. This period lasted for countless generations and is generally known as the Many Kingdoms period and it spanned well over a thousand years with petty kingdoms rising and falling.

Just as the *Su-feng* originally migrated from the *Sea of Grass* over the *Tyurzi Mountains*, their *Su-oise* cousins migrated north. From fragments of artwork still remaining, it appears that the *Su-oise*, unlike their *Su-feng* cousins, were a light-skinned and fair haired people and they were dogged ever northward by incessant goblinoid raids until they were finally pushed through the *Flame Desert* of *Risay* and *Komal* and the humanoids ceased their pursuit. The earliest recorded name of the region beyond the deserts where they settled is *Mur*.

Most of the *Su-oise* settled in the lower highlands, tending goats and growing olives and grapes. Befriending the indigenous centaur tribes, within a few generations the *Su-oise* had begun coalescing into towns and small palace complexes. The great success of the *Suhfeng* Wind Dukes unfortunately created further woe for their long lost *Su-oise* cousins to the northeast.

Goblinoids and other monsters pushed north by the armies of the Wind Dukes began raiding and encroaching on the peoples that settled in the *Murian* highlands from the west. Simultaneously, proto-Baklunish tribes began migrating into *Mur*. Many towns were sacked and refugees again fled; this time back south, through the desert and mesalands of *Komal* and back out into the grasslands; ever harassed along the entire route by bands of goblinoids and human nomads alike.

By -6,700 CY, the *Su-oise* who fled *Mur* encountered more fierce tribes in the *Sea of Grass* descended from other survivors of old Zarum. First the dark-haired Bakluni horsemen of the northern plains forced their migrations

south into the great basin that surrounded the inland *Krakuun Sea* and then they were halted by agrarian Oeridian tribes at the *Niole River* (which was renamed the *Suel Halt* river and now rests well beneath the surface of the *Sea of Dust*)

Here the *Su-oise* fared better as the hierarchical and well-ordered nature of their society and their aptitude for sorcery gave them an advantage over their Oeridian rivals who were not at that time knowledgeable of arcane magic. Over the following centuries they settled, built cities, expanded and consolidated their control over the entirety of the *Krakuun Basin* which soon became known as the *Suloise Basin*.

As the *Suloise* settled and began building cities, far to the northeast, Orcs from the *Yatil Mountains* effectively halted the nomadic Baklunish push east but the Baklun were content to begin settling permanently on the northern plains and shores of the *Dramidj Ocean* while their brethren to the west were establishing the first Baklun cities on the *Ghayar Coast*.

ORIGINS OF THE OLVE

Sages disagree on when and where the first Elves arrived on Oerik but it had to have been before the Flan settled the region (so, sometime before the earliest known Flan neolithic sites, or 6,500 CY). As to where, there are two competing theories and elves of all walks of life are passionate about discussing and extolling the virtues of why their favoured theory is the correct one.

The first theory, known as *The Awakening*, has the first olvenfolk appearing in the *Adri Forest* in the far east of Oerik, arriving from the Feywild. Neither means nor motive for such a journey has, as yet, been learned. The second theory has the elves arriving first on the *Spindrift Isles* and then along the coast of what is today the *See of Medegia*. In this theory the original elven realm on Oerik is the legendary continent of *Aqueneth* (called *Aquaria* in Oeridian legend), far across the *Solnor Ocean*.

In both theories, after their arrival in the far east, the elves wandered widely, first across the eastern and central Flanaess and then reaching further west to finally come to settle the high peaks and forested foothills of the northern Crystlamist Mountains. Their first interactions with the dwarves of this region resulted in deaths on both sides and, to this day, dwarves and elves, in general, are not the best of friends. For hundreds of years they co-existed, the dwarves beneath the mountains and the elves on their peaks with little interaction or dialogue.

The olvenfolk built beautiful palaces and majestic citadels on high peaks and fertile valleys and here in their great cities, they developed the first codified arcane magics known on Oerik.

Wizardry had been born.



FIRST CONTACT

Around -6,000 CY, wandering elves from the Crystalmists discovered the nascent Suloise cities and, impressed with their drive and ambition began tutoring the humans in mathematics, language, art and, most significantly, the arcane art of wizardry. Already having an aptitude for sorcery, the Suel proved apt students and soon were constructing cities and delighted the elves both with their creativity and their productivity. The cities of the Suel were patterned similar to those of the elves but these occupied the plains and river deltas of the Krakuun Basin.

Suel wizards soon came to hold much of the political power of the Suel cities and these cities began to war against each other. Much to the chagrin of the elves, the Suel also began to dabble in dark arts not sanctioned by the elves. In a worst case scenario, an ambitious Suel mage summoned a powerful demon who wreaked havoc and may have obliterated an entire Suel city. This awful incident caused the elves to rethink the wisdom of their having taught magic to humanity so widely. They closed down their magic schools and many of the elves departed the Suel cities for their mountains cities to the east with some opting instead to continue their wandering in a westward direction. The Suel mages chaffed at this and were not pleased. They pleaded with the elves to return and teach them more. But their pleas fell on deaf ears.

Undeterred, the Suel continued with magical experimentation and steadily grew in both mundane and arcane power. It was not long before they began warring amongst themselves and the Oeridians, Flan, Olman and other minor tribes living in and around the basin soon found themselves enslaved and serving as soldiers in the countless petty wars between Suel noble houses.

ORIGINS OF THE HOBNIZ

Of all the groups with a claim to being the first settlers to widely populate the Flanaess, the Halflings have the best. They were certainly widespread on the Flanaess by the time written records began to be kept. Indeed the nature of the halflings written language shows their great dispersion, as the language's written form is an extensive syllabary intended to accommodate the wide array of dialects used by the disparate groups. Despite this long history, and probably because of their wide dispersal, halflings never developed a calendar of their own, operating simply by following the natural cycles of the year.

Nobody can even hazard a guess as to the origin of the halflings. By all accounts, they have always been present on the Flanaess and it is very likely that they are indigenous to the region for early Flan legend refer to halfling clans aiding their migrating ancestor in adapting to their new homes on the Flanaess. The dwarves also have legends of "*Fey and Small Folk*" living in the lowlands to the east of their mountain holds that go back to ancient times.

Although halflings have been on the Flanaess for millennia, they established no significant governments until around the time of the establishment of the Flan calendar (around 2,250 years ago). Early halflings appear to have been small scale farmers and herders who lived underground in defensive burrows and are known to have been enemies of the goblins and kobolds in particular. As mentioned, they aided the Flan fleeing the Suel Imperium and they have also had good relations with gnomes from their first meeting.

THE SUEL IMPERIUM

The *Imperial Summary of the Regents War Period*, a rare and ancient, if fragmentary, Suloise text, records the rise of a necromantic tyranny over the Suel Imperium—a reign that would ultimately reshape their civilization. According to the text, more than five millennia ago, *Obendar*, a powerful Suloise mage, unlocked ancient elven magics and unified the ten Suel cities. He was crowned *First Imperator* in -5515 CY, marking the start of the Suel calendar and a new era for the Suloise people. With the creation of the Imperial Council, made up of noble representatives, Obendar established a governance system meant to balance power between the Imperator and noble houses.

The empire faced its first political crisis when Obendar's successor died without an heir. In response, the Council instituted a Regency of three men, each ruling a third of the realm to decentralize power and maintain the stability of the noble houses. This regency system was efficient but short-lived. Several cycles later, the seventh Regency fell into discord when two of the Regents accused the third of being possessed by fiends and destroyed him, sparking the *First Regents War*. Centuries later, Obendar's descendant, *Arianin*, challenged the regency to restore his bloodline's claim. When denied, he was imprisoned, marking the start of a sequence of bitter conflicts.

After two decades, a mage named *Tilorop*, who claimed descent from the regent killed in the First Regent War, freed Arianin from captivity. Tilorop claimed prophetic visions from a powerful being who promised him that Arianin would lead the Suel to a new age of greatness. Together, they launched an assault against the Regency, sparking the *Second Regents War*. This conflict ended in defeat, and Arianin was slain—but Tilorop resurrected him as the first lich on Oerth. Their next assault, the *Third Regents War*, unleashed an undead army of fallen warriors that finally shattered the Regency. The undead Arianin declared himself *Imperator of the Suel*, while Tilorop became *Priest Regent*, wielding dark magics to enforce Arianin's edicts.

Arianin's rule transformed the Suel Imperium. The lich Imperator enforced his authority by expanding his undead legions and demanding loyalty through fear. He turned his ambitions southward to the Sunelan Coast, expanding Suel lands and incorporating new territories into his empire. As his undead armies terrorized the populace, the elves of the Crystalmist Mountains grew wary, horrified by the Imperium's descent into darkness. They severed all ties with the Suel and sealed their borders. In response, Arianin sent raiding parties into elven lands, eventually forming alliances with neighbouring giant realms in the Crystalmists and Barrier Peaks and, fatefully, with the Drow—elves who had forsaken their kin for paths of shadow and sorcery.

The alliance with the dark elves brought formidable arcane power to Arianin's side, further cementing his rule. Their knowledge of hidden mountain paths and ancient magics allowed Arianin's forces to strike deep into elven territory,

raiding their settlements and enslaving their people. Over centuries, Arianin's necromantic empire became infamous across the region, feared for its relentless undead armies and its ruthlessly expanding reach. The Suel Imperium's dark age, shaped by Arianin's undead rule and the sorcery of his allies, would cast long shadows over Oerth, leading to tensions that would one day spark the Twin Cataclysms and mark the beginning of the Imperium's end.

THE WAR OF LIGHT & DARK

The *War of Light and Dark* marked one of the most profound and tragic epochs in the history of the Flanaess. Lolth's machinations shattered the elven unity and her influence lingered as the Drow, her corrupted followers, retreated into the depths of Oerth, irrevocably estranged from their kin. This division created a lasting fracture within elvendom, dividing the noble High Elves from the Drow, and giving rise to new elven lineages, shaped by the lands they chose as refuge.

The Wood and Grugach elven lineages emerged from this exodus, moving into the Flanaess's deep forests where they blended with nature, attuning themselves to the wilderness. These forest-dwelling elves found solace in simpler, rustic lives within glens, forests, and hidden places, turning away from the high magic and splendor of their mountain citadels. Other elves journeyed east, across the *Sea of Grass*, eventually reaching the distant realms of the Suhfeng, where they established new lives far from the terrors of the Crystalmists.

By roughly 4500 years ago, the Drow, and their Suel and giant allies combined forces to deliver the final blow against the last elven citadel in the Crystalmist mountains. However, this battle proved devastating for all. In a fierce last stand, the elves defended their citadel with unyielding resolve, wielding powerful arcane wards, and calling upon the very spirit of their ancestors. The ferocity of this defense left the Drow so depleted that they were forced to retreat underground for good, unable to sustain their presence aboveground.

The remnants of the Suloise forces who had fought beside Lolth's allies were obliterated in this final battle, vanishing without a trace. Their goblinoid and orc slaves, now scattered and leaderless, spread throughout the region. In the aftermath, they occupied abandoned elven ruins, forming small, scattered communities among the mountain passes and forested hills, clinging to the remnants of their brief alliances.

This hard-won victory over the Drow and the scattering of the giant clans brought a semblance of peace to the elves, marking the beginning of a new era. The surviving elves founded the *Four Olven Realms* of the Flanaess, establishing these territories as sanctuaries where their people could rebuild their culture and maintain the wisdom of their ancestors. This event is recorded as the founding date of the Olven Calendar, which has now counted over 5,000 years.

ON THE NATURE OF THE DROW OF OERTH

In the World of Greyhawk, Drow society is overwhelmingly shaped by their veneration of Lolth, the Demon Queen of Spiders, and this religious devotion has deeply imprinted a culture of malice and betrayal upon them. Unlike other species where cultural leanings may vary based on regional or religious differences, the Drow are almost universally united by their worship of Lolth, whose influence demands cruelty, deceit, and the subjugation of others. The Drow culture teaches that strength comes through dominance, and power is gained by any means necessary, fostering a society where murder, treachery, and tyranny are both commonplace and celebrated. Their cities, deep within the UnderOerth, are rife with infighting, political assassinations, and cruel rites that honour Lolth, creating a society where few can thrive without embracing a ruthless, survival-of-the-fittest mentality.

This distinct culture sets the Drow apart from other traditionally “evil” races like Orcs. While the Orcs of the Flanaess often share an evil bent due to their common worship of Gruumsh, other Orc communities across Oerik worship different deities, leading to a variety of cultural norms and alignments. For the Drow, however, no such variation exists on Oerik; there are no known communities of Drow that reject Lolth or her ways. As a result, any Drow who seeks to live by a good, or even neutral, alignment, often in rejection of their society’s cruel tenets, faces isolation and suspicion even from those they wish to befriend. Given the notorious reputation of their kin, such individuals are frequently met with distrust, if not outright hostility, and must often go to great lengths to prove their intentions before being accepted by those outside the dark reach of Lolth’s influence.

With the threat of the Drow receding and the destruction of their mountain citadels, the elves retreated deeper into their realms, wary of humans, but ready to forge new lives among the woods, rivers, and gentle hills of the Flanaess. They turned away from the wars of humans, watching from the shadows as the Suloise returned to their cities and struggled with their own internal conflicts. Although the elves remained aloof, their victories and their losses would continue to resonate in the stories and legends of their descendants, forever shaping the lore and lands of the Flanaess.

TIME OF FLOWERING

In the wake of the war, many *Eladrin* from the Feywild came to the Flanaess, sent to aid their elven cousins against the followers of Lolth. During their time among the elves of Oerik, many of these fey-elves formed bonds and relationships with their Material Plane kin, giving rise to the Gray Elven lineage. These gray elves, born of eladrin and high or wood elves parents, became a distinct lineage within elven society and played pivotal roles in the formation of the *Four Great Realms*.

The westernmost of these realms, the “*Realm of Highfolk*” in the Yatils and Vesve, was established as a bulwark against the Suel and Drow. Highfolk, unique among the elven realms, welcomed other species—humans, gnomes, halflings, and even dwarves—into its society. The second kingdom, Celene, known as the “*Heart Jewel of Olvendom*,” became a sanctuary for high and gray elves and was ruled by an elven queen. This kingdom preserved the essence of elven culture in seclusion from the turmoil outside its borders.

The third kingdom, *Aliador*, was the heart of elven power, situated in the Griff Mountains and stretching to the shores of the Nyr Dyv. Known as the *Crown of Olvendom*, Aliador was almost entirely inhabited by gray elves and served as the seat of the *High King of All Olvendom*. The high king’s palace stood in *Erieadan*, the High Seat of Olvendom, and cities like the *City of Summer Stars* became iconic symbols of elven achievement.

Arrisa, the fourth realm, was founded on the Spindrift Isles. Known as “*The Secret Realm*,” it was governed by a council of mages and priests and maintained a strictly closed society. Few knew the inner workings of Arrisa, as its isolation kept it hidden from the rest of the Flanaess, protecting it from outside interference.

For two millennia, the elven realms thrived in a period known as the *Time of Flowering*. Free from the worst conflicts of the world, the elven people reached new heights in art, magic, and society. The twelve gray elven cities were built, and the grandest of elven achievements were realized, from Erieadan to the City of Summer Stars. Songs, artifacts, and spells of incomparable beauty and power emerged, many crafted by legendary figures like the elven minstrel *Ye'Cind*. The elves rarely speak of this era today, but its influence permeates their culture and identity.

Yet, this golden age came to an end in a catastrophe between -3,000 and -2,266 CY, when the great elven kingdom of Aliador was overrun by a horde of orcs, ogres, trolls, and other monstrous creatures from beneath the Rakers and Griff Mountains. This horde overwhelmed the elven defenders, bringing Aliador and its proud High King, *Gilthonial*, to ruin. Not a single elf from Aliador is known to have survived the onslaught, and the kingdom became forever known as the “*Lost Kingdom*.”

The fall of Aliador marked the end of elven unity and the Time of Flowering, casting a long shadow over elven history. The elves would never again reclaim their former grandeur, and they would become an increasingly withdrawn and secretive people, guarding their memories of the past and their magical heritage from a world that had become all the more dangerous and chaotic in the intervening years.



ORIGINS OF THE NONIZ

The history of the *Noniz*, or gnomes, lacks the tumultuous upheavals that characterize the histories of the elves and dwarves, a fact that many gnomes regard as a blessing. The story of the Gnomes' arrival on Oerth is steeped in myth, with tales of interstellar voyages, divine intervention, and tragic loss. According to gnomish legend, their ancestors were fleeing their homeworld, a place lost to the destructive ambitions of the *Xaryxian Empire*, a powerful realm that stretched across the stars. The Xaryxians, conquerors known for their voracious expansionism, had overrun the gnome homeworld with their magical armadas, leaving the gnomes with no choice but to flee. Guided by Garl Glittergold himself, the gnomes took to enormous Spelljammer ships—mystical vessels able to navigate the vast void between worlds. Their plan was to sail far beyond Xaryxian reach and find a new world to call home.

One such Spelljammer ship, known in gnome lore as *The Hearthward Star*, was entrusted to the leadership of a gnome named *Uldra*, a brilliant engineer and shrewd leader who is still revered by the gnomes of Oerth today. Legend holds that the ship was attacked by Xaryxian hunters during their escape, which led to a desperate, prolonged journey through Wildspace. Severely damaged, the ship eventually crashed onto the icy tundras near what is now the *Land of Black Ice*. There, Uldra rallied the survivors, helping them adapt to Oerth's environment and leading them southward through generations, where they ultimately settled in regions such as the Kron Hills and the Lortmils. Though *The Hearthward Star* was buried in ice and lost to time, the stories of their journey to Oerth and escape from the Xaryxian Empire live on, passed down through generations of gnomes who still view their arrival as a tale of survival, resilience, and divine favour.

FALL OF THE LICH EMPEROR

The downfall of the Lich Emperor marked a transformative period in Suel history. After nearly 400 years of rule under the oppressive and undead authority of Arianin, the first lich of Oerth, the noble houses of the Suel Imperium finally united in revolt. The rebellion was decisive, driving Arianin and his followers, including the cult of Tharizdun, out of the heart of the Imperium. While Arianin escaped to the north, many of Tharizdun's priests fled northeast, where they eventually established a hidden temple in the southern Yatils. With the immediate threat gone, the Suel reformed their government, reestablishing the Imperial Council and instituting new laws on succession that granted the Council the exclusive power to name an Imperator's heir. *Nar* of House Neheli became the new Imperator, ushering in an era of relative peace and stability, as well as a return to Suel tradition and introspection.

Over the next several centuries, the Suel Imperium flourished, growing in both wealth and influence as it expanded across Oerik. Unchallenged by external threats, the Suel became even more adept at magic, devoting considerable resources to

research, often venturing into darker realms of power. Arcane knowledge flourished, and Suloise mages delved deeply into planar studies, summoning creatures from distant realms and making fiendish pacts. Alongside this intellectual prosperity, however, the arrogance of the Suel grew, and their culture mirrored the elitism of their former olven allies—though without the restraint and wisdom. Slavery became rampant, especially among the Suel's subject peoples: Orcs, Goblinoids, Oeridians, Flan, Olman and even Ogres were forced into servitude, forming the backbone of the Imperium's economy and infrastructure. Among these oppressed peoples, the Oeridians were the first to resist, with some clans fleeing north into the wilds of Ull and around the Fla's Gap. The Suel's response was sporadic, as they sent punitive expeditions to exact tribute, but they ultimately cared little for these perceived lesser peoples.

FLAN MIGRATIONS

The Flan, however, would make a more dramatic break from Suel control. Guided by their gods *Beory*, *Pelor*, and *Rao*, the Flannae undertook a mass exodus in -2,266 CY, abandoning their ancestral lands in the shadow of the Crystalmists. After negotiating safe passage through the mountain passes by paying a costly tribute to the High King of the Dwur, they crossed into the Javan and Sheldomar valleys. Here, some of their tribes were subjugated by local giants, but many pushed onward, becoming the first humans to venture into the eastern lands of Oerik.

In these eastern lands, the Flan initially encountered the Highfolk, who welcomed them as kindred spirits. The other elven realms, however, wary after the betrayal of the Suel, closed their borders to these new arrivals. Nevertheless, the Flan continued their journey, establishing the great city of *Haradaragh* in the Lortmil Mountains by -2,150 CY. This city marked the beginning of the Flan's settled civilization and their adoption of a calendar distinct from the Suel's, symbolizing their independence and cultural awakening.

As the Flan spread across the Flanaess, their tribes founded new nations, including Gyreff, Itar, Nursia, Ahlissa, Veralos and Sulm. These early Flan societies thrived, constructing cities and temples in harmony with the land. Haradaragh, the greatest of the Flan cities, was renowned for its stunning architecture, with vast boulevards, sunlit plazas, and a towering pyramid honoring the Sun-God Pelor. Its wealth was unmatched, as rich veins of minerals were mined from the surrounding peaks. But the city's prosperity was not to last. In its final days, Haradaragh fell to an onslaught of humanoids and undead that surged forth from the depths, laying waste to the city and leaving only tragic legends of its former splendor.

OLMAN MIGRATIONS

Long before they emerged as distinct peoples, the Flan and Olman shared a common heritage, born from a unified culture that arose in the distant Krakuun Basin (*now the Sea of Dust*). Millennia ago, these proto-Flan and proto-Olman

peoples developed their earliest traditions, ways of life, and beliefs in this fertile region, thriving together before the rise of the Suel Imperium. It was during their long period of servitude to Suel overlords that these people began to fragment, diverging into the Flan and Olman as we know them today. The two groups retained shared elements of their ancestral heritage, most notably a reverence for the natural world, but gradually evolved different languages, beliefs, and ways of life, shaped by their unique environments and the challenges they faced.

The Flan, as noted, escaped northwards into the Flanaess, while the Olman were the next to break free of Suel dominance. Following a dangerous path through the northern Hellfurnaces, they followed the coasts of the Azure Sea, avoiding conflicts with the Flan and other native peoples as they forged onward. They traveled along the Tilvanot Peninsula and finally crossed into the lush jungles of Hepmonaland. Here, they found a new adversary: the powerful reptilian *Torhoon Empire*, dominated by Lizardfolk and Yuan-Ti who quickly enslaved the Olman. Yet the Olman's resolve and tenacity were unmatched, and they found an unexpected ally in *Kulkatlan*, a renegade Yuan-Ti god who despised the empire. Under Kulkatlan's guidance, the Olman overthrew their reptilian oppressors and reclaimed their freedom.

With the Torhoon Empire overthrown, the Olman began to establish their own city-states deep within Hepmonaland's dense jungles. Through centuries of conflict, these independent city-states expanded their influence, waging wars and building alliances, eventually uniting into an empire that covered nearly half of the vast tropical continent. While many details of Olman civilization remain shrouded in mystery, a few established facts shed light on their rich cultural achievements. They raised impressive stone cities and monuments, crafting intricate artwork from wood and stone, often painted in vibrant hues rather than engraved in metal—a reflection of their preference for bronze and their unfamiliarity with iron working.

The ruins of Tamoachan in the Amedio Jungle offer glimpses of the Olman's storied past, preserved through murals and dioramas that depict scenes of warfare between the Olman and the Touv, another ancient people of Hepmonaland. Although these depictions emphasize Olman victories, closer examination reveals clues of a harsh reality: the Olman were often on the defensive, besieged by Touv forces and gradually retreating. These conflicts may have stemmed from the influence of the Mazotz cult, which dominated Olman society during times of crisis. Known for practicing mass human sacrifice, priests often conducted ritual killings of thousands in their attempts to appease their gods. This practice may have fueled tensions with neighboring peoples, including the Touv, leading to years of brutal conflict that forever marked the Olman's history.

Despite these challenges, the Olman empire flourished for many centuries, leaving a legacy of resilience and grandeur that endures in the legends of Hepmonaland.

THE BEASTFOLK

Returning for a moment to the dawn of civilization on Oerth, the *Zin* people, one of the groups of the early human diaspora from Zarum, were among the first to settle and establish flourishing civilizations in the regions now known as Zahind and the Sunelan Coast. As the various Zin clans settled between the Tyurzi and Zahind mountains, and the Vogan Sea, they developed rich cultures marked by maritime trade and a caste-based social structure. Some of the more adventurous Zin clans took to the seas, founding settlements on the scattered islands along the southern coast of Oerik and establishing seafaring trade networks with the Suhfeng peoples and other cultures across the ocean.

HENK UMBERFAST,
TABAXI BARD



In Zahind, the Zin developed a complex, hierarchical society that thrived on trade and agriculture, establishing networks that connected them with the Sunelan Coast and highland Suhfeng cities like Yunen and Behow. However, their relative isolation from the major northern empires would eventually be broken as the Suel Imperium expanded its reach southward. Driven by ambition and empowered by arcane knowledge, the Suel mages brought with them not only their military forces but also a dark desire to experiment with arcane and biological manipulation.

Among the most disturbing of their innovations was the transformation of sentient beings into entirely new species. They created the Skulks (*So-Karan*), Derro, Jermlaine, and other strange beings as an attempt to perfect new forms of subservient life. The Suel mages were especially ruthless in their ambitions, seeing their slaves and captives as little more than raw material for their experiments. One particularly infamous mage who arrived with the Suel forces in Zahind around -2,400 CY took this dark practice further, seeking to merge men and beasts to create formidable hybrids. The result of his experiments was the creation of the first Beastfolk: the Tabaxi, Nezumi, Loxodon, Vanara, and other human-animal hybrids.

These “*Beastfolk*” were designed to be more than mere curiosities. The mage aimed to create species with unique physical and mental capabilities that could better serve the Suel’s expanding empire. The Tabaxi, swift and agile, became scouts and hunters; the Nezumi, resilient and resourceful, were assigned to laborious and dangerous tasks; while the Vanara, clever and dexterous, became artisans and spies and countless other hybrids were similarly developed. These new Beastfolk were used to conquer and subjugate the people of Zahind, who had already shown an inclination toward a rigidly structured society. The Suel took advantage of this and assigned the Beastfolk roles of power just below their own, placing them as overseers and enforcers among the Zin, reinforcing the hierarchy to maintain control over the region.

When the Twin Cataclysms shattered the Suel Imperium, the Suel were forced to abandon their conquered territories. The Beastfolk, now freed from Suel control, remained in Zahind, where many of them maintained their elevated roles. The hierarchies the Suel had imposed persisted, with Beastfolk often occupying positions of authority as rulers, advisors, and priests. They continued the legacy of the Suel-imposed societal roles, creating a unique culture in Zahind where Beastfolk remained dominant over the native human population, even while adopting a more integrated and harmonious coexistence over time. Many Beastfolk, having embraced their roles as protectors and leaders, became deeply embedded in the religious and scholarly traditions of the region, while the humans largely took on roles of labor and craftsmanship.

The presence of the Beastfolk in Zahind remains a living reminder of the Suel Empire’s ambitions and cruelty, but it has also come to embody the resilience and adaptability of the region’s people. Today, Zahind is a land where Beastfolk

and humans alike carry forward ancient traditions and magic, merging the old ways with the changes that centuries of history have brought. It is a place of ancient wisdom, with libraries and temples filled with knowledge from Suel sorcery, Zin tradition, and Beastfolk lore, where even the ruins of Suel experimentation lie largely undisturbed, reminders of the empire that once sought to reshape the world in its own image.

THE DEMON WARS

The Demon Wars that ravaged Suhfeng lands have origins in both human ambition and demonic corruption. In the chaotic and fractured political landscape of the ancient Suhfeng, numerous petty warlords and tyrants battled for power, each striving to assert dominance over a patchwork of rival kingdoms. As the Suhfeng civilization expanded across western Oerik, incorporating the Yokai and Spiritfolk, the power struggles among these rulers escalated. For centuries, the Suhfeng, Spiritfolk, and Yokai had coexisted, forming a rich and diverse culture in harmony with the natural and spiritual worlds. However, the constant upheaval from warlord rule hindered any potential for lasting civilization or peace.

With this instability and chaos, the region became a ripe target for demonic influences. Tempted by whispers of power, many warlords began seeking otherworldly allies to aid them in securing greater control. Demons, sensing an opportunity to sow chaos and possibly establish a foothold on Oerth, began offering pacts to these ambitious warlords. One by one, these rulers fell into the thrall of demon lords such as Ablis, Baphomet, and Yeenoghu. These fiendish patrons promised strength in battle and the ability to defeat their rivals; in return, the warlords became pawns in a dark campaign to open gateways from the Abyss into the Prime Material Plane.

As demon worship grew, the Suhfeng lands transformed into a nightmarish landscape. More and more powerful demons were summoned to Oerth, and the warlords found themselves enslaved to the demons rather than being their masters. It was rumoured that the demon lords even introduced the monstrous races—Gnolls, Minotaurs, and other horrors—to serve as demonic shock troops and to sow further chaos across the land. Cities that had once thrived on trade and agriculture fell into ruin as they became centers of sacrificial rites, summoning rituals, and cult activity. Commoners were forcibly conscripted, slaughtered, or sacrificed to sustain their overlords’ ever-growing armies. The fertile lands of the Suhfeng became barren, and dark magic poisoned rivers and forests.

The chaos persisted for centuries, leaving the Suhfeng people in despair. During this period, a wandering band of elves, originally from the nascent Suloise Empire, made their way into the region. These elves, uncorrupted by the chaos, were horrified by the demonic dominance they encountered in the Suhfeng lands. Seeing the plight of the Suhfeng, Spiritfolk, and Yokai, they allied with those who were willing to



resist the fiends. Knowing that the Suhfeng needed more than mortal power to counter the demon lords, the elves summoned Celestial allies to aid in the battle.

Thus began the Demon Wars, a grueling conflict spanning two centuries. The Celestial army was led by *Jiao*, an Empyrean of unparalleled strength and compassion. Under his command, a coalition of Suhfeng, Spiritfolk, Yokai, and elf rebels, and bolstered by Celestial beings from the outer planes, launched coordinated attacks against the demon-controlled warlords. However, the demon lords responded with relentless counterattacks, bringing even more fiends and monstrous allies into the fray. The battles were brutal, and the resistance forces faced overwhelming odds at every turn.

As the war progressed, *Jiao*'s forces gradually reclaimed territory from the fiendish warlords. The climax of the conflict took place in Pesh, where *Jiao* engaged the final demon lord in western Oerik, *Ablis*, in single combat. Their duel was legendary, raging across the plains, hills, and forests of Pesh for an entire year. In the end, *Jiao* summoned divine energy from the upper planes, obliterating *Ablis*' physical form in a final, cataclysmic blow. The power unleashed during this battle left Pesh a blasted wasteland, with poisoned rivers and scarred terrain, a haunting reminder of the devastation wrought by the Demon Wars.

With *Ablis* defeated, *Jiao* took further action to ensure the demons would never return. He bound *Ablis*' demonic essence within a colossal fortification, the *Demon Wall*, which was constructed between the Kevek and Irlaan mountains. This impenetrable barrier would seal off the land of Pesh from the rest of the Suhfeng territories, trapping any surviving demons, chaos-touched goblinoids, and other malevolent creatures within its boundaries. Celestial troops and elite Suhfeng warriors took up the duty of guarding the *Demon Wall*, and it remains a fortress of vigilance to this day.

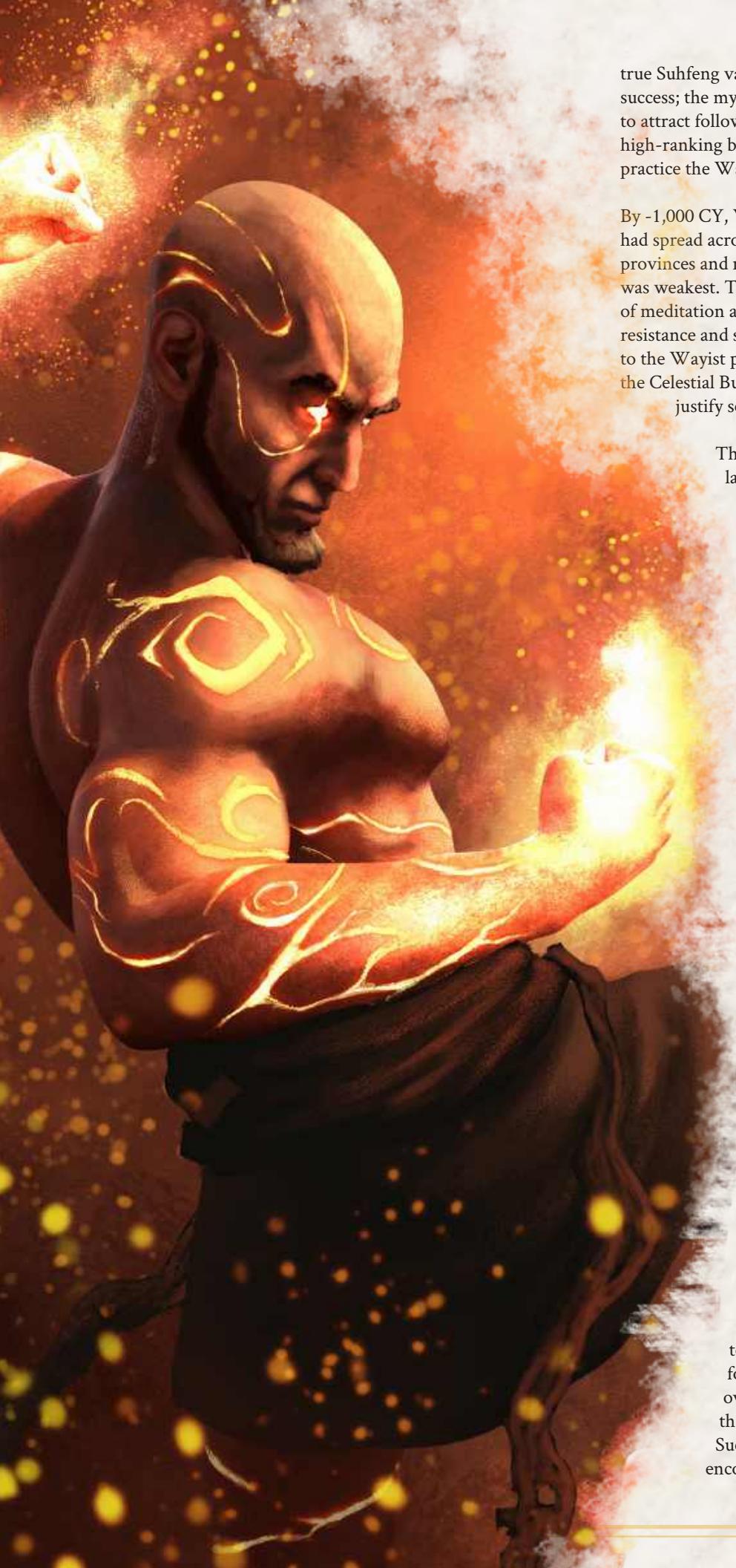
The Suhfeng people, liberated and profoundly grateful, honoured *Jiao* as their saviour. Declaring him "*Emperor of All Suhfeng Lands*," they swore eternal loyalty to him, recognizing his role in restoring peace and unity. Although he accepted the title reluctantly, *Jiao* vowed to protect the Suhfeng from future threats, fearing that without his continued presence, the demons might again seek dominion. Under *Jiao*'s rule, the *Celestial Empire of Suhfeng* was born, an era of unity that fostered justice, peace, and resilience.

THE WAY

The establishment of *The Way* and the teachings of Xan-Yae introduced a potent new ideology to the Celestial Imperium, one that challenged not only the spiritual authority of the *Celestial Bureaucracy* but also the social order that had been carefully structured over centuries. The spread of *The Way* ignited a quiet, pervasive discontent in regions where control by the Celestial Empire was more distant and less absolute. Local lords, already dealing with a growing sense of autonomy and independence, found in *The Way* a philosophy that validated their desire for self-determination.

As word of *The Way* spread, particularly in more remote provinces and mountainous regions, converts began to see themselves as part of a larger movement, not only striving for personal harmony and self-enlightenment but also challenging the rigid hierarchical systems imposed by the empire. The faith took hold most strongly in places like Minyeo and Be'how, where local leaders and goliath clans openly adopted Wayist principles, declaring themselves independent of the Celestial Empire. This resulted in a wave of secessions from the Empire over the centuries. However, not all within the Celestial Empire were content to let the movement unfold uncontested.

In response, the Celestial Bureaucracy increasingly adopted policies aimed at curtailing the influence of *The Way*, branding it a threat to the stability of the empire. Officials and mandarins attempted to discredit Wayist teachings, depicting them as subversive and foreign, a distortion of



true Suhfeng values. However, their efforts had limited success; the mystical allure of Xan-Yae's teachings continued to attract followers across all social classes, including some high-ranking bureaucrats and soldiers who began to secretly practice the Way.

By -1,000 CY, Wayist monasteries and secret conclaves had spread across the Celestial Empire, especially in border provinces and mountainous regions where imperial control was weakest. These monasteries served not only as places of meditation and learning but also as centers for quiet resistance and self-determination. Local lords sympathetic to the Wayist philosophy began to distance themselves from the Celestial Bureaucracy, using its teachings as a basis to justify semi-autonomous rule.

The establishment of The Way ultimately laid the groundwork for future movements within the Suhfeng world, sparking a lasting undercurrent of self-reliance and spiritual exploration that would continue to challenge the monolithic authority of the Celestial Empire. Though the Bureaucracy has retained dominance, particularly in urban and central regions, The Way's influence remains undeniable, quietly seeding ideals of balance, self-discovery, and resilience throughout Suhfeng society. These seeds of independence are now woven into the fabric of the culture and form the ideological foundation for any future challenges to the Celestial Throne.

THE GREAT BETRAYAL

After treating with seven nomadic Baklunish merchant clans at a merchant gathering in -2064 CY, the Suel merchant-mage, *Odiafer*, attacked the Baklunish traders, attempting to take their goods and enslave them. The families drew their wagon trains together and fought to the last person instead of surrendering. This triggered a backlash from nearly all of the Baklunish nomads who rose up, attacking Suel caravans and merchants across the Sea of Grass.

Nine years later Suloise armies marched into the northern plains and claimed overlordship. Most nomads put up a fierce resistance but in the end they succumbed to the might of the Suel. The first Suloise fortresses in the north were constructed over the next decade. For the next 600 years the eastern Baklunish were subjugated by the Suel. The Suel Imperium had now grown to encompass the entirety of central Oerik from

the Dramidj Ocean in the north, to the Vogan Sea to the south and the Crystalmist and Tyurzi mountains to the east and west.

Under one of their wandering chieftains, *Alib*, the Bakluni united in -1,545 CY in an effort to throw off the Suloise yoke. In -1,540 CY “*The First Victory*” as the Bakluni call it occurred. This was the *War of Seven Score Days*, wherein the Bakluni were aided by several Jinn nobles and the war was over in under 3 months.

Following their decisive victory in the War of Seven Score Days, Baklunish nomads began asserting their cultural and political identity, distinct from their Suel overlords. With the Suel retreat, the Sea of Grass witnessed a flourishing of Baklunish traditions, as nomadic families began to gather, settle, and build a new society rooted in their history and independence. The newly united Baklun Empire under *Padishah Alib* saw the consolidation of power among the amirs, each clan contributing to a unified state that would soon rival the strength and majesty of the Suel Imperium itself.

The founding of the city of Ghayar on the gulf of the same name around -1400 CY symbolized this new era. The city quickly grew into a bustling metropolis, becoming the heart of Baklunish culture and the central hub for their burgeoning economy. Ghayar’s architecture reflected the nomadic roots of its people while embodying the grandeur of a proud, imperial vision. The city’s grand bazaars drew merchants and travelers from far and wide, creating a cosmopolitan center that showcased the unique mix of Baklunish ingenuity and resourcefulness. Smaller towns and trading posts sprang up across the Baklunish lands as families shifted from purely nomadic ways to establish lasting settlements. Yet, the ancient traditions of clan gatherings and seasonal migrations remained, preserving the Baklunish connection to their heritage.

Upon the death of Alib, his nephew *Mohinid* was named Padishah. A wise and diplomatic ruler, Mohinid reinforced the Empire’s southern borders and encouraged the development of cultural and philosophical advancements among his people. It was around this time that Suhfeng monks from the east introduced the teachings of Xan-Yae to the Baklunish people, which found a welcome reception among the clans. These teachings of balance and mental discipline were well-suited to a people who valued inner strength, and they found kinship with the philosophy of internal resilience against southern Suel magic. The monks’ presence influenced Baklunish culture deeply, fostering schools of mysticism and physical discipline that took root in Baklunish society and would evolve into powerful traditions of self-mastery.

The faith of Xan-Yae, which emphasized the cultivation of one’s inner self, appealed to the Baklunish natural wariness of external magical power, a trait that had developed during their long period of subjugation under the Suel.

Thus, rather than embracing the arcane arts, the Baklunish increasingly sought power within themselves, developing schools of thought and training dedicated to the control and enhancement of the mind and body. These disciplines would become foundational to Baklunish martial and mystical practices, allowing them to develop unique forms of power separate from the wizardry that dominated the Suel Imperium to the south.

As the Baklunish Empire matured, the Suel, though forced to relinquish direct control, continued to watch the northern lands with unease. Various Suel houses, especially House Zolax, conducted covert operations to destabilize the Bakluni wherever possible, often by encouraging ambitious Suel nobles to reclaim lost lands. The ill-fated attempt by House Fruztii’s leader, *Bjornal*, to take back Baklunish territory in the *Fruztii War* is a key example. Manipulated by House Zolax, Bjornal’s campaign ended in humiliation and defeat, a setback that only served to strengthen Baklunish resolve and cement their control over the northern lands.

Over the centuries, the Baklunish Empire continued to grow, shaped by the legacies of Alib and Mohinid and by the unique philosophical and mystical practices that emerged from their cultural blend. They had successfully thrown off the yoke of their southern oppressors and created a realm of their own, one that would stand as a testament to their resilience and adaptability, eventually rivaling the Suel Imperium itself in grandeur, though with a vision that differed starkly in spirit. With each generation, they established a clearer identity, one distinct from the Suel, fortified by a rich heritage of spirituality, wisdom, and strength.

THE SLOW DECLINE

By the time *Zeeckar* took the throne, the Suel Imperium was a shadow of its former glory. Although the empire still commanded vast wealth and magical power, it was plagued by internal decay, corruption, and the relentless pursuit of personal gain by its noble houses. Zeeckar, seeking to reverse this downward spiral, attempted to consolidate his rule through acts of brutal repression. Under the pretense of preserving “*purity*” within the Suloise bloodlines, in -1,399 CY he declared a campaign to eradicate any noble house that had intermingled with non-Suel, labeling them as tainted.

This so-called “*War of Purity*” targeted Houses Ulmar and Opell, two of the oldest and wealthiest noble families in the western reaches of the Imperium. The people of these houses had intermarried the Suhfeng and other neighboring peoples, and their alliances offered them trade routes, lands, and influence that Zeeckar envied and distrusted. To him, these families represented a threat to the Imperium’s purity and a possible challenge to his authority. The massacre he ordered was meant to be swift and merciless, a one-night purge to eradicate any sign of disloyalty or “*corruption*” from the empire’s ranks.

But House Ulmar and House Opell were prepared. Rumours of Zeeckar's plans had reached their ears, and they hastily gathered their wealth, kin, and loyal retainers, preparing for a mass exodus. On the night of the planned massacre, as Zeeckar's enforcers descended upon the western cities and estates, they found only empty manors and abandoned strongholds. Houses Ulmar and Opell had vanished.

The fleeing noble houses made their way west, over the formidable peaks of the Tyurzi Mountains, navigating treacherous passes and enduring countless hardships. They left behind a trail of ruins and abandoned towns, with the remnants of their influence vanishing into legend. Despite the rigors of the journey, the families pushed forward, determined to leave the corrupt Imperium behind.

Zeeckar's purge had the opposite effect from what he intended. Rather than strengthening the Imperium, it drove a rift among the noble houses, many of whom feared they might be next. Distrust ran rampant, and the once-loyal alliances that bound the empire's upper echelons began to fracture. Whispers of dissent grew louder, and the seeds of rebellion were sown. Although Zeeckar ruled for another two decades, the War of Purity marked the beginning of an unstoppable decline for the Imperium.

Meanwhile, the fates of Houses Ulmar and Opell remained unknown in the east. Legends spoke of their journey westward, some saying they had perished in the Tyurzi Mountains, while others claimed they had established new realms in unknown lands. Whatever the truth, the War of Purity had shattered the illusion of invincibility that had surrounded the Suel Imperium for centuries, marking the beginning of its inevitable decay.

GOD-EMPEROR OF THE SUEL

By the time *Emperor Zol* ascended to the throne in -1,101 CY, the Suel Imperium had already fallen into a deep spiral of debauchery and avarice, and the populace grew weary of the endless conflicts, taxation, and self-indulgence of its rulers. Declaring himself a god was the apex of Zol's hubris—a final, desperate attempt to solidify his power over an empire on the verge of collapse. His self-deification served as both a proclamation and a warning; those who did not worship him would face swift retribution.

The Oeridian tribes to the northeast, fierce in their independence and known for their warrior culture, did not accept this proclamation quietly. They outright rejected Zol's godhood, refusing to recognize his authority. Infuriated by this defiance, Zol launched a brutal series of purges to crush the tribes, leading to a series of pogroms that wiped out three entire Oeridian clans. The rest, fearing total annihilation, were forced to submit, albeit with deep resentment. However, the *Aerdi*, one of the most powerful and proud of the Oeridian tribal confederations, refused to yield. Their chieftain boldly challenged Zol to a duel, insisting that only by besting him could the Imperator claim godhood over his people.

Emperor Zol, eager to demonstrate his supposed divinity, accepted the challenge. But as he prepared to face his challenger, it became clear that this was no ordinary warrior. The *Aerdi* leader was, in fact, none other than the demigod *Cuthbert*, come to humble the false god. The duel was brief yet devastating—Cuthbert swiftly overpowered Zol, reducing him to a witless fool. The once-mighty Imperator was left drooling and incoherent, his grand claim to godhood shattered before the Oeridian witnesses and the shocked citizens of the Suel Imperium. In this one act, Cuthbert became a revered figure among the Oeridians, symbolizing their resistance and determination against tyranny.

In the century that followed, the Imperium drifted deeper into decline, with infighting among noble houses and a rapidly deteriorating infrastructure. The Suel nobility, no longer united by strong leadership, began scheming openly, each house vying for the throne.

ROUTE OF THE OLMAN

The Olman Empire in the Amedio thrived for centuries, their jungle cities a marvel of architecture and devotion to their gods. The Olman calendar—meticulously charted and tied to Luna's phases—governed every facet of their lives, from religious rites to agriculture, shaping a deeply structured society that centered around ritual and hierarchy. Each city operated as a separate kingdom, with local priest-kings serving under a high priest-queen, who ruled from a hidden capital, shrouded in mystery and guarded by the jungle's vast expanse.

By -805 CY, when the Amedio Olman declared independence from the remnants of their Hepmonaland civilization, they saw themselves as heirs to an enduring cultural legacy. This may have occurred when disaster struck the old Olman homeland, leaving Amedio's Olman to stand alone as the true stewards of their civilization. In the Amedio, they grew ever more autonomous, expanding their reach from Tamoachan, the northernmost of their cities, all the way southward to the lush coastal territories of the Sunelan Coast. The Olman Islands to the north served as cultural and trading outposts, places where the Olman expanded their influence, both politically and religiously, until the empire spread through almost the entirety of the region trading extensively with the Flan nations to the north and the Suel colonies on the Sunelan Coast.

For five hundred years, the Amedio Olman thrived in relative unity, their cities connected by a network of jungle paths, farming lands, and fortified roads that symbolized the power of their empire. However, with wealth came envy, and with prosperity came discord. Rivalries among the cities grew more intense, fueled by competition over the jungle's limited agricultural land and the empire's valuable mineral resources, particularly gold and precious gems, which flowed from mines hidden deep in the jungle. As these resources dwindled, the cities turned against each other, each vying to claim the seat of the emperor and secure the favor of the gods.

The internal strife escalated into a brutal series of wars. Records unearthed from Tamoachan's ruins suggest that these conflicts may have raged for nearly a century, leaving much of the empire scarred and weakened. Farming communities were decimated, leaving abandoned fields that the jungle greedily reclaimed, while disease spread like wildfire, exacerbating the famine and despair. Religious upheaval only deepened the crisis, as conflicting interpretations of omens and prophecies stirred further unrest. Temple carvings in Tamoachan speak of a "many-eyed god" descending upon the empire—a vision that some interpreted as a prophecy of divine retribution for the Olman's sins.

Amid the chaos, Tamoachan remained, a testament to the Olman's architectural skill and their enduring faith. Only one other city, far to the south, is believed to have survived the devastation, its location lost to time but rumoured to be hidden deep within the impenetrable jungle. As Tamoachan and its sister city clung to survival, the rest of the Olman Empire crumbled around them, leaving only echoes of its former grandeur buried beneath the dense canopy of the Amedio Jungle.

Today, explorers still stumble upon ruins hidden in the Amedio's undergrowth: overgrown temples, broken roads, and intricately carved stones that hint at the lost might of the Olman civilization. The jungle holds these secrets close, a silent guardian of the mysteries of a people who, in their rise and fall, left an indelible mark on Oerth. The prophecies of the many-eyed god remain a subject of hushed speculation, suggesting that some ancient force may still linger, watching and waiting in the shadows of the jungle's depths.

RISE OF VECNA

The Flan people, inherently attuned to nature and led by druids, had long held an aversion to arcane magic, seeing it as a force disruptive to the natural balance they cherished. However, as they encountered mysterious entities with dark wisdom, some Flan were drawn toward the promises of hidden power and knowledge that these beings offered. The first Flan known to embrace such magic was *Galap Dreidel*, born in the city of Haradaragh. His pursuit of arcane knowledge soon became known, and the backlash from his people was swift and severe. Branded an "*Ur*"—a term meaning "witch" that later came to signify any arcane spellcaster with a sinister reputation—Galap Dreidel was forced to flee. He eventually settled in the remote Abbor-Alz, where he constructed a great tower, isolating himself as he delved into forbidden knowledge.

Few names in the long history of the Flanaess conjure such frequent nightmares though as the Whispered One, *Vecna*. Though the once supreme lich ruled a kingdom of antiquity, his name has become synonymous with pain, suffering and the price of dabbling in magics not meant for the ken of mortal minds.

In -747 CY this lowborn boy by the name of Vecna was born in the Flannae city of *Fleeth*, which was located in the Sheldomar valley (in what is now the Old Keoland region of the Flanaess). He was initially trained by his mother, *Mazzel*, in the art of magic, before she was executed by the government of Fleeth for practicing witchcraft.

Vowing revenge, Vecna wandered the Flanaess seeking a path to power. Finding his way to Galap Dreidel's now-destroyed tower he discovered in its library a book from the Suel Imperium entitled "*The Fate of Tilorop*". From this point forward he

secretly began to worship Tharizdun. Vecna eventually assumed a mastery of the dark arts achieved by no mortal before or since. For the



next quarter decade, Vecna studied *The Fate of Tilorop* and was driven by an insatiable lust for immortality.

As Vecna's power grew he attracted evil humans, humanoids and extra-planar entities to his banner and began building a grand *Empire of the Spidered Throne* in the valley of the Sheldomar river centered on his great *Obsidian Tower* near the modern-day Rushmoors. Conquering tribe after tribe, Vecna began to experiment with his new subjects for the "Ultimate Solution to Death." Many undead were created in his experimentations.

Vecna's thirst for power knew no bounds, and as he expanded his influence across the Sheldomar and javan valleys, he began to create a realm that would inspire fear and dread for generations to come. With each conquest, he grew bolder and more ambitious, twisting the defeated into his servants. Through dark rituals and experiments on both the living and the dead, Vecna sought the elusive solution to his mortality," a process by which he could achieve true immortality, unbound by mortal frailties. This obsession drove him to create all manner of undead creatures, from mindless skeletons to more intelligent, sinister beings that acted as his agents and soldiers.

Vecna's domain, known as the Empire of the Spidered Throne, became a place of horror. The Obsidian Tower, his dark citadel, rose like a malevolent monolith near the marshes that would one day be called the Rushmoors. It was here that Vecna conducted his most twisted experiments, crafting vile spells and artifacts that would become infamous in the centuries that followed. His power attracted followers from all walks of life—corrupt humans, monstrous humanoids, and even creatures from other planes, all united under the fearsome banner of their lich king.

In -719 CY, Vecna's dark studies bore fruit when he unlocked the secret of lichdom, transforming himself into an immortal undead. Now an undead sorcerer of unmatched power, Vecna's campaign of terror intensified. In his relentless pursuit of dominance, he waged brutal wars against the Flan tribes of the Sheldomar and Javan valleys. By -712 CY, his armies laid siege to Haradaragh, the Flannae's first city, and after six long years, it finally fell. Those who survived the siege were transformed into undead, their souls bound in eternal servitude to Vecna.

After conquering nearly all the Flan tribes in the Sheldomar and Javan valleys, he finally turned his vengeance to Fleeth, intentionally leaving that city as the last jewel to be plucked. Vecna laid siege to the city of Fleeth with an army of arcane spellcasters and undead. After only a few days, Vecna's forces entered Fleeth and began weeks of slaughter and looting. In the end, Vecna left no family, no lineage, no foundation of honour or pride within Fleeth, only desolation and terror. This act was not just a show of power but a warning to all who might dare oppose him.

DECLINE AND FALL OF VECNA

With Fleeth subdued, Vecna returned to his *Obsidian Tower*, where he secluded himself for years, deepening his mastery over the arcane and unraveling the mysteries of undeath and divinity. Despite Vecna's expansive territory and fearsome reputation, his true control never extended far beyond his Obsidian Tower in the Rushmoors. From this dark seat of power, Vecna ruled his domain, but his influence grew increasingly indirect as his body, though fortified by lichdom, began to deteriorate.

During this time, *Kas the Bloody-Handed* rose to prominence as Vecna's trusted and ruthless lieutenant. Within a year of Fleeth's fall, Kas had been appointed the supreme commander of Vecna's forces. Acting as Vecna's voice and hand, Kas pronounced the arch-lich's judgments, directed his Council, and led Vecna's armies, which included legions of undead, humanoid warbands, and tribes of subjugated Flan. While many tribes submitted to the Whispered One out of fear, others resisted but were eventually crushed or corrupted, leaving only the obedient or broken under Vecna's rule.

Vecna's ultimate ambition, however, lay beyond mere rule; he sought to achieve apotheosis and transcend into godhood. As his life force ebbed, he poured his essence into studying a ritual that would finally elevate him to divine status. He entrusted Kas with a powerful weapon to secure his rule—the *Sword of Kas*, a dark and elegant blade that whispered to its wielder, sowing ambition and encouraging thoughts of betrayal. The sword's influence twisted Kas's loyalty, stoking the fires of his pride and jealousy.

As Vecna prepared his final apotheosis incantation, calling upon dark forces and invoking the name of Tharizdun, Kas entered the inner sanctum of the Obsidian Tower. The exact exchange between them has been lost, but it's said that Vecna was cloaked in swirling energies of transformation, his voice already tinged with the unearthly resonance of a nascent deity. He may have been expecting Kas to stand guard over his ritual. Instead, Kas raised the Sword against him.

The Sword of Kas, attuned to the whisperings of the Abyss, stirred Kas to boldness and pride. The enchantment on the blade filled him with visions of his own rise to power, promises of empire, and freedom from Vecna's shadow. Perhaps Vecna sensed this treachery or even saw it in his lieutenant's eyes, but by then, Kas had already moved to strike.

The first blow of Kas's sword was said to carve through the protective wards around Vecna. Sparks of dark magic surged, illuminating the chamber in bursts of baleful light as the lich raised his skeletal hand to deflect the blade. Vecna lashed out with a blast of necromantic energy that would have obliterated any ordinary foe, but Kas, his blood thrumming with dark enchantments and his will bolstered by the sword's whispers, withstood the onslaught, suffering only scorches on his armor.

As the ritual was disrupted, Vecna's transformation halted, and his essence, caught between mortal and divine forms, raged around him in a corona of shadow. His red eyes burned with hatred as he summoned forth his full powers, summoning waves of undead servants, animating the bones and corpses scattered throughout the tower chamber. But Kas cut through these spectral warriors, dispatching them with ease, his sword absorbing the necromantic energy and growing even darker with each swing.

Vecna's powers grew desperate. He hurled spells of paralyzing cold, flesh-decaying acid, and blasts of withering necrosis, but each spell chipped away at Kas's mortal form without fully bringing him down. The Bloody-Handed was relentless, his eyes wild, his loyalty shattered, his mind overtaken by the sword's call. Eventually, he closed the distance, cutting through Vecna's defenses and striking a brutal blow that severed Vecna's left hand. The lich's scream echoed through the tower, a sound that shook the very stones and sent waves of terror through his minions beyond.

Though gravely injured, Vecna's magic flared in response. He attempted to dominate Kas's mind directly, calling upon ancient blood rites that bound Kas to him. But as the Sword of Kas met Vecna's eye, the weapon's true power was unleashed, severing the lich's magical control over his lieutenant. In one final, desperate act, Vecna hurled himself at Kas, a withered hand reaching out to siphon the life from him through sheer force of will. Kas, wielding his blade in both hands, severed Vecna's head with a final, powerful strike.

In that moment, a blast of necromantic energy exploded outward from the fallen lich. The tower shook as the dark energies Vecna had harnessed for his apotheosis were unleashed uncontrollably, tearing through the structure, leaving cracks in the foundation, and filling the air with a cacophony of wails and shrieks. The Obsidian Tower shuddered, crumbled, and then collapsed, burying itself in the earth, consumed by the power unleashed from Vecna's shattered spirit.

When the dust settled, the only remnants of Vecna were his severed Hand and Eye, their malevolent energies lingering like a curse upon the ruins. The body of Kas was never found, and some believe that he was consumed by the energies released in Vecna's death, while others suggest that he vanished into shadow, perhaps bearing the Sword of Kas into a dark exile.

The Obsidian Tower lay in ruins, its walls now little more than jagged stones marked by shadows. Of Vecna's dark empire, only relics remained: his Hand, his Eye, and the sinister legacy of ambition and betrayal that would echo throughout the history of the Flanaess. The once-great lich had fallen, but his name, whispered in fear, would linger for centuries, a testament to the high price of dark power.

As Vecna's tower crumbled and his once-feared empire fell to pieces, his dark legacy endured in whispers and myths. Those who survived the fall of his rule—whether enslaved Flan tribes, scattered undead remnants, or debased humanoid legions—brought tales of Vecna's unnatural power to the surrounding lands. Soon, the name of Vecna took on a life of its own. Even in ruin, he remained a shadow over the land, a spectral threat that lurked in tales shared over campfires and in the nightmares of those who had once lived under his rule.

Out of the ashes of Vecna's empire, his most fanatical followers sought to preserve his memory. They founded the *Cult of Vecna*, a secretive organization devoted to reviving their master's power and bringing about the reign of the Whispered One once more. Though the cult lacked the centralized control of Vecna's ancient empire, its adherents spread across the Flanaess, gathering dark relics, forbidden knowledge, and new initiates to their cause. The cult grew into a network of hidden cells, each working in isolation, devoted to Vecna's teachings and to the long-lost artifacts that might one day restore his power.

Meanwhile, Vecna's powerful apprentice, Acererak, carried his own legacy forward. Moving east to the Vast Swamp, he used his arcane knowledge to raise a vast, deadly tomb that would come to be feared across the land. Known today as the *Tomb of Horrors*, Acererak's lair became a magnet for ambitious adventurers, drawn by the promise of legendary treasures and the allure of forbidden magic. In his solitude, Acererak built upon the dark arts he had learned from his master, seeking ways to extend his own power through undeath. Unlike Vecna, however, Acererak had no ambitions of empire; instead, he sought to perfect his existence in the shadows, a testament to his master's lingering influence.

As the years passed, the relics of Vecna's final battle—the Hand, the Eye, and the Sword of Kas—were buried and hidden in legend. Though they vanished beneath the swampy mire of the Rushmoors, these artifacts became objects of whispered awe among scholars, mystics, and power-hungry individuals. For those daring or desperate enough to seek them, the rewards were boundless, but so too were the curses that accompanied them. Each relic embodied a fragment of Vecna's immense power, and those who managed to uncover one were often overtaken by its corrupting influence.

Thus, though Vecna was gone, his reach extended beyond death, shaping the future in strange and twisted ways. His artifacts, his cult, and his legend continued to haunt the Flanaess, ensuring that even in death, the Whispered One's ambition for power, control, and immortality could still touch the world. It was a fitting end for a figure who had ruled through fear and deceit—Vecna's dark gifts were, in essence, a final trap for those who sought power at any cost.

FLANNAE APEX

The tragic fall of Sulm and its transformation into the wasteland known today as the Bright Desert marks one of the darkest chapters in the history of the Flan people. As a civilization, Sulm stood as a beacon of Flan achievement, a realm of architectural marvels, technological prowess, and cultural sophistication. Its engineers carved canals to irrigate vast fields, its artisans crafted intricate ironworks, and its priests held sway over grand temples to their gods. Sulm's leaders, however, grew increasingly consumed by their own ambitions, and none more so than their last king, *Shattados*.

Shattados was a ruler who, much like Vecna, sought power beyond mortal means. Though wise advisors counseled him to turn away from the dark path, he refused to heed them, instead plunging deeper into forbidden magics and rites. He was eventually seduced by the promises of Tharizdun, the dark god of entropy and madness, who offered Shattados the *Scorpion Crown* as a token of absolute power. Shattados believed the artifact would allow him to enforce his will upon all of Sulm and ensure his rule for eternity. What he could not see was that this crown was a curse—a final trap laid by Tharizdun to ruin Sulm and corrupt its king forever.

As Shattados donned the Scorpion Crown, his wish for dominion was fulfilled, but at a terrible cost. The Crown's power perverted his subjects, transforming them into monstrous manscorpions—creatures with the bodies of scorpions and the torsos of humans. Their minds twisted, they became little more than beasts, bound to their king and driven to hunt down and destroy anyone who resisted Shattados' rule. The transformation extended beyond the



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people to the very land itself. Where fertile plains and grasslands once stretched, the soil turned arid and barren, with rivers drying to mere trickles. It was as if the life of the land itself had been drained, leaving only a desolate desert in its wake.

Sulm's proud cities fell into ruin, their monuments swallowed by the encroaching sands. Those citizens who had not been transformed or fled to neighboring lands became the desert's first nomads, wandering the wasteland that had once been their homeland. Over the centuries, the name Sulm faded from memory, its monuments eroded by sandstorms, and its cursed king, Shattados, became little more than a whispered legend. The manscorpions continued to roam, now mindless remnants of the fallen kingdom, driven by instinct to guard the cursed ruins.

Today, the Bright Desert remains a dangerous and largely unexplored wilderness, home to the restless spirits of Sulm's dead, ancient curses, and the occasional treasure-seeker or scholar who ventures into its depths seeking remnants of the lost kingdom. Tales persist of the Scorpion Crown itself, a relic of evil that still lies hidden in the sands, said to grant unimaginable power to any who dare claim it. The fate of Sulm stands as a dire warning to those who would reach too far into the dark, for even the mightiest of kingdoms can be reduced to ruin when arrogance and corruption rule.

The downfall of Sulm marked not only the end of a powerful empire but also the collapse of organized and urban Flan civilization as it had been known. With the destruction of Sulm, the once-settled and industrious Flan people scattered into smaller, isolated groups, losing the structure and achievements that had defined their society. For almost a thousand years, Flan culture became decentralized, breaking into numerous tribal nations. Some of these tribes became nomadic, moving with the seasons, while others settled into a simpler lifestyle, relying on basic agriculture, herding, and hunting for survival. Gone were the majestic cities and temples; in their place rose villages and camps centered around small, close-knit communities.

During this period of dispersal, the Flan reconnected with their ancient gods, embracing the old ways they had once followed before the rise of kings and empires. Druids of the Old Faith emerged as the natural leaders among the tribes, guiding their people in both spiritual and practical matters. As keepers of lore and guardians of tradition, these druids became the bedrock of Flan society, teaching reverence for nature, the cycles of life, and the importance of balance. Their influence permeated the Flan tribes, weaving a new tapestry of belief and culture that would persist across the Flanaess. Under the druids' guidance, the Flan people found resilience, rebuilding their identity around the ancient practices and wisdom of their forebears, which had lain dormant in the shadow of empires.

PRELUGE TO WAR

The tenuous balance of power between the Suel Imperium and the Baklunish Empire continued to fray as dark omens filled the skies. Under *Emperor Zunid's* rule, House Zolax tightened its grip, imposing harsher measures on its subjects and attempting to reassert dominance over the increasingly rebellious frontier. But Zunid's reign was marked not only by autocratic power but also by an era of paranoia. In his obsession with rooting out "*enemies of the Imperium*," Zunid sanctioned widespread purges, pitting noble house against noble house, and even turning family members against each other. Any perceived disloyalty was met with swift, often public, retribution. Noble houses fell, cities bled, and the undercurrent of desperation in the empire grew stronger by the day.

Meanwhile, the Baklunish, seeing the growing instability of their neighbours, began fortifying their borders and building alliances with some of the Oeridian tribes. Baklunish envoys, sometimes accompanied by mercenaries, moved into Oeridian lands, bringing gifts, promises of protection, and whispers of an alliance against their mutual enemy. The Oeridian chieftains, ever mindful of the Suel's decline, began to listen with interest, eager for any advantage that could secure their independence from the Imperium's diminishing but still formidable reach.

By -503 CY, the Imperium's borders had grown porous, and isolated outposts struggled to maintain control over the ever-restless Oeridian tribes. Many chieftains began openly challenging Suel rule, either in open revolt or by forming their own alliances. The Baklunish Empire supported some of these efforts covertly, subtly undermining Suel authority without direct confrontation.

In -502 CY, sensing a turning point, the Baklunish Padishah publicly announced that the lands previously seized by the Suel were "*no longer under rightful or moral claim*." This was effectively a declaration of intent to seize territory, and it rallied not only Baklunish forces but also emboldened Oeridian resistance to the Imperium. Small skirmishes erupted along the border, escalating quickly as both sides seized upon the conflict to settle old grudges.

By the turn of -500 CY, the situation erupted into a broader conflict as Baklunish forces poured into contested territories, joining with the Oeridian warriors who rose in rebellion against their Suel overlords. The Baklunish raids of the previous decades had left the Imperium weakened, and the once-dominant power found itself struggling to mount a defense against the combined strength of the Baklunish and Oeridian warriors. What began as isolated battles quickly grew into the first full-scale war between the Baklunish and the Suel, a conflict that would come to define the fate of both empires.

Thus began what history would later record as the *Century of Conflict*—a hundred-year span of war, alliance, betrayal,

and untold devastation. It was an era where Oeridian tribes and Baklunish warriors united to shatter the old order, with the weakened Suel Imperium caught in a relentless wave of destruction and rebellion. The seeds of this century-long conflict would set the stage for the final great cataclysm that awaited the Suel and Baklunish empires alike.

THE BAKLUNISH-SULOISE WARS

The Baklunish-Suloise Wars stand as one of the most destructive and protracted conflicts in the history of Oerik, spanning several decades and fundamentally altering the continent. These wars were born out of a long-standing rivalry between the Baklunish and Suloise Empires, each vying for dominance in a contest that neither would emerge from unscathed. The impact of these hostilities resonated throughout the continent, as entire generations were raised in a world shaped by constant warfare, devastation, and the ambition of two vast empires locked in unrelenting combat.

As the war intensified, the Baklunish launched daring offensives into the heartlands of the Suel Imperium, while Suel forces retaliated with brutal precision, deploying devastating spells and raiding Baklunish cities with terrifying ferocity. Both sides grew increasingly desperate and resorted to more ruthless methods, leading to a dark escalation in tactics. The prolonged nature of the conflict, combined with the increasingly aggressive strategies employed, led both empires to the brink of mutual annihilation.

Within the Suel Imperium, this desperation led to horrific experimentation as they sought any advantage that could tip the scales of war. High priests and scholars loyal to Syrul, the goddess of deceit, developed a new species through arcane means—the Skulks—engineered for espionage. Skilled at evading detection, these beings served as spies, infiltrators, and assassins, though they soon slipped beyond the Imperium's control. Operating independently, the Skulks became unpredictable, spreading dissent and mistrust both within Suel territory and beyond.

The Suel also undertook more extreme measures to create expendable soldiers adapted to subterranean warfare. Through secret experiments on enslaved dwur and humans, the Suel crafted a race known as the Derro. Bred for obedience and endurance, the Derro were forced to labor in constructing vast tunnel networks under enemy fortresses, staging surprise assaults that left opponents vulnerable and terrorized. Over time, however, these enslaved Derro developed a fierce resentment and began to resist their masters, creating insurgencies that occasionally spilled back into Suel lands.

The Baklunish Empire, meanwhile, remained resilient, drawing strength from its own heroes and religious figures. *Zuken the Survivor*, a monk whose legendary defense of a critical mountain pass inspired the Baklunish, became a symbol of national pride. His unbreakable resolve led to the formation of the *Disciples of Zuken*, an order of monks trained in psionics to counteract Suel magic. These monks

harnessed both mental and physical discipline, playing a critical role in key battles and leveling the field against the formidable Suel spellcasters. The tales of Zuoken's bravery spread widely, galvanizing the Baklunish people and providing a rallying point amid the chaos.

The conflict wore on, and both sides strained their magical and technological resources to the breaking point. Archmages and high priests unleashed catastrophic forces, bringing environmental devastation on an unprecedented scale. Terrible storms broke over the Sulhaut Mountains, and regions of fertile land were transformed into barren wastelands by arcane curses and conjured plagues. Poisoned rivers and scorched plains marked the toll of the relentless war, with entire landscapes changed irrevocably.

By the final years of the conflict, both the Suel and Baklunish Empires had been driven to the edge of ruin. The continuous strain of war had exhausted their peoples, resources, and lands. Each side prepared for a final, apocalyptic assault that would bring the conflict to an ultimate conclusion, though the cost would be dire. This fateful end would soon come to pass, reshaping the course of history and leaving both empires diminished, ushering in a new era for Oerik as the Twin Cataclysms loomed on the horizon.

THE GREAT HORDE

During the height of the Baklunish and Suel Empires, both powers extensively recruited orcs, goblinoids, and various other humanoid species as mercenaries. These humanoid groups, known for their strength and mobility, were seen as valuable additions to the warring armies, especially in contested and hostile territories. Most of these forces were drawn from semi-nomadic tribes that moved seasonally and raided nearby settlements along their migratory routes. In return for their services, entire tribes were paid and encouraged to settle within enemy borders, where they were allowed significant autonomy. The empires only required that they avoid raiding their own lands. This loose arrangement, however, often led to infighting between mercenary bands, who clashed as frequently among themselves as they raided enemy lands.

As these tribes migrated and sought new territories, they moved increasingly northward and eastward, eventually encountering the Oeridian tribes in the region that would later be known as Ull. Initially, the Oeridians managed to hold off the encroaching humanoids, securing several victories. Yet the unending influx of humanoid warriors gradually wore down the Oeridian defenses, overwhelming them through sheer numbers and relentless attrition.

In response to this mounting crisis, a number of prophets emerged within the Oeridian tribes, interpreting the ongoing invasion as a sign from the gods. Among these prophets, a seer named Johydee rose to prominence. Johydee claimed that the relentless advance of the humanoid horde was not mere chance but was divinely guided by the Oeridian god of war, Hextor, intended as a push to drive the Oeridians

eastward. Johydee became the spiritual advisor to the Aerdi chieftain, helping to unify the fractured Oeridian tribes under his banner. By approximately -465 CY, with pressure mounting from the Great Horde, the many of the Oeridian tribes undertook a mass migration eastward, led by the Aerdi chieftain and following Johydee's prophetic visions.

The humanoid forces, later known as the "*Great Horde*," continued to surge through Ull with devastating intensity. Over the following eight years, they overran several Oeridian tribes, enslaving some and relentlessly pursuing others, driving the Oeridians to their physical and cultural limits. Eventually, however, as the Great Horde consolidated its hold over Ull, its leaders were drawn to new objectives, redirecting their forces and ultimately reshaping the focus of their campaign.

This period became a critical turning point in the power dynamics of the region. The eastward migration of the Oeridians and the establishment of the Great Horde's influence in Ull not only set the stage for future conflicts but also marked a significant territorial and cultural shift across the Flanaess. The reverberations of this great migration of peoples would continue to shape the region for centuries to come.

EARLY SUEL MIGRANTS

The Suloise migrations into the Flanaess occurred in three distinct waves, each with its own motivations, and each contributing to the complex legacy of the Suloise people in the region.

The first wave was comprised of colonists dispatched by the Suel Imperium at its height. Tasked with establishing mining and lumbering operations, these settlers were driven by the

THE LEGACY OF ENSLAVEMENT

The institution of slavery became an enduring element of Suloise rule around the Sheldomar and Javan valleys, cementing their reputation as conquerors who thrived through exploitation and subjugation. Entire generations of Flan and enslaved demi-humans were forced into labour, whether in fields, workshops, or mines, sustaining the Suloise settlers' desire for a life of luxury and minimal labor. This oppression left a deep-seated resentment among the indigenous populations, who viewed the Suloise with a blend of fear, hatred, and defiance.

The establishment of Keoland marked a turning point. As the kingdom solidified its borders and adopted laws to maintain internal stability, the practice of slavery was outlawed, freeing the enslaved populations and effectively ending the Suloise's dominance in Old Keoland. The outlawing of slavery not only stabilized the region but also allowed for the integration of diverse cultures and peoples. Over time, Keoland's foundation paved the way for peace and unity, though the scars of Suloise conquest and subjugation lingered for generations.

high demand and scarcity of these resources back home, which made the cost of long-distance transport worthwhile. These colonies were set up by force, seizing territory from the indigenous Flan, as well as from the dwur and olves, but managed to avoid further violence by using convict labour shipped from the Imperium rather than enslaving local populations. Concentrated around the hills and mountains of what is now the Yeomanry, and with agricultural support scattered across the plains, these settlements remained largely unfortified and isolated, ultimately making them vulnerable to later incursions by other Suel refugees.

The second group was composed of those who had fallen out of favour with the Suel Imperium—dissidents, criminals, and exiles who fled over the Crystalmists before the Suel-Baklunish Wars reached their catastrophic conclusion. Though few in number, these outcasts were known for their ruthlessness and violent prejudice. Fleeing punishment or exile, they capitalized on the political disarray left in the region following the rise and fall of the ancient tyrant Vecna. These settlers were limited in influence, controlling only small, isolated villages, and were deeply distrusted by other groups, which kept their expansion in check. Over time, however, their settlements stretched as far as the Jewel River beyond the Lortmils, marking the outer edges of their reach.

The final and largest wave arrived during the last quarter-century of the Suel-Baklunish Wars, as the Suel Imperium collapsed. This group was a diverse mix of displaced nobles, military commanders, and civilians fleeing destruction and seeking refuge from the devastation that would culminate in the Twin Cataclysms. While some were genuine refugees escaping ravaged lands, others were opportunists, disgraced leaders, or military deserters hoping to establish new territories with minimal resistance. Among them were also a few rare individuals who opposed the war on moral grounds, but they met swift hostility from their fellow refugees, often leading to their demise. The bulk of this wave pressed eastward, overwhelming earlier Suel settlements and pushing across what is now known as Old Keoland, where they often seized or assimilated existing communities rather than building new ones.

Each wave of Suloise migrants left its mark, shaping the future of the Flanaess in distinct ways. Early colonists were relatively isolated, with few defenses and a stable, if tenuous, peace with the surrounding populations. In contrast, later waves, driven by desperation and ambition, were far less restrained. Unable or unwilling to form alliances with local inhabitants, they resorted to force, seizing control of settlements and enslaving populations to maintain the wealth and status they had known in the Suel Imperium.

The early Suloise migrants in the Sheldomar Valley were largely uninterested in establishing new settlements from scratch. Instead, they adopted a strategy of conquest and occupation. When encountering existing Flan or demi-human communities, they would seize control by force, subjugating the survivors and claiming these lands as their

own “ancestral” holdings. In cases where local resistance was unexpectedly strong or where the Suloise were defeated, they would simply move on, seeking weaker targets to subjugate.

The Suloise only resorted to building new settlements when absolutely necessary. In extreme cases, they carved out plantations and farmsteads from the dense forests that covered the lower Sheldomar. This reluctance to develop land through their own labor served their purpose in the short term, but it also provoked deep resentment among the native inhabitants. The Flan and demi-human populations, furious at the encroachment and exploitation, began a sustained campaign of low-level resistance. The demi-humans were particularly successful in defending their lands. They used their knowledge of the woods, hills, and mountain passes to launch ambushes and resist Suloise incursions. Over time, the Suloise were effectively barred from the forests and highlands of the Sheldomar, driven back by a constant and calculated resistance.

The Flan, however, were less successful. Since the fall of Vecna, the ancient tyrant whose rule had fractured the region, the Flan tribes had been scattered and disorganized, with old alliances broken and tribal associations shattered. Without a unified defense or central leadership, the Flan were overwhelmed by the relentless expansion of the Suloise. Each wave of Suloise migrants pushed further, driving the Flan into smaller and more isolated enclaves. Many Flan communities were devastated, with thousands killed and even more enslaved to serve the needs of their new overlords.

BIRTH OF THE SCARLET ORDER

In approximately -450 CY, Zellif, a high priest of Beltar and the son of Imperator Zol, orchestrated a daring escape from the Suel Imperium. Having attempted a failed coup to seize the throne, Zellif fled eastward with a following of over 8,000 loyalists, all staunch devotees of Suel tradition and fiercely loyal to him. In retaliation, Imperator Zol diverted forces from the ongoing Baklunish conflict to pursue his treacherous son, yet these forces disappeared mysteriously, never to return. The path of Zellif and his followers was relentless; they swept aside Flan tribes as they moved northeast, eventually turning south to reach the remote Tilvanot Peninsula. This migration of exiles forged a new bastion of Suel power in the eastern Flanaess, isolated yet fervently devoted to preserving Suel heritage.



The flames of Suel ambition and preservation were further stoked just before the final destruction of the Suel Imperium. In -424 CY, the enigmatic and powerful mage known only as *The Father of Obedience* founded the Scarlet Order, an organization dedicated to safeguarding Suel heritage, purity, and power in the face of impending annihilation. *Father*, along with his followers and a select group of ten skilled apprentices, fled to the Flanaess mere moments before the Imperium was engulfed by the catastrophic Rain of Colourless Fire. After enduring numerous hardships across the Flanaess, the Order finally reached Zellif's exiled colony on the Tilvanot Peninsula, where they joined forces and laid the groundwork for what would eventually become the Scarlet Order as it exists today, creating a unique society founded upon a fierce dedication to Suel bloodlines, culture, and traditions. Isolated from the rest of the Flanaess by both geography and ideology, this society embraces secrecy, strength, and an insatiable thirst for power, setting in motion centuries of schemes, subtle influences, and hidden control that would shape the Flanaess in ways unforeseen by their contemporaries.

THE TWIN CATACLYSMS

The Baklunish-Suloise Wars were defined by ruthless ambition and escalating devastation, but nothing could have prepared the world for their horrifying conclusion: the *Twin Cataclysms*. As the war wore on, both the Suel and Baklunish empires became increasingly desperate, each seeking ultimate victory through darker and more forbidden magics. Behind closed doors, ancient mages whispered secrets of long-forgotten spells, rituals requiring sacrifice beyond imagination. And so, from the depths of these twisted ambitions, the end of an era—and nearly all life within it—was unleashed.

In -421 CY, the Suel Mages of Power set in motion a spell so deadly, so incomprehensibly potent, that it would become a haunting legend for all who survived to tell of it. Reaching deep into arcane powers beyond even their understanding, they wove an eldritch spell that summoned forth the *Invoked Devastation*. Like the unfeeling hand of fate, a wave of unseen annihilation washed across the Baklunish lands, sweeping from the Sulhaut Mountains to the Dramidj Ocean, and stretching from the Crystalmists to the Tyurzi range.

The Devastation was a terror like none the world had ever known. Across vast cities and fields, stone and timber crumbled, not with the trembling of an earthquake, but as if the very matter itself had been cursed to decay in seconds. The wind turned black and howled with a mournful, otherworldly scream, thick with the smell of ash and ruin. Under its ghastly weight, time seemed to warp and buckle: children became elders within moments; animals weakened and died as age drained their lives. Mighty trees blossomed, withered, and died in a single day, their roots clawing desperately at soil that could no longer sustain them. The cities, once marvels of Baklunish grandeur, dissolved into mounds of dust, and soon the very landscape itself began to succumb.

Where proud cities had once stood, all that remained was a bleak emptiness, as if the Devastation had erased not only physical structures but memories, lives, and legacies. For a time, skeletons of buildings and bodies alike lay scattered across the land, a vision of death frozen in eerie silence. But as the years passed, this too was consumed by the relentless forces of time and desolation. The land began to recover in the strangest way, transforming into the vast, eerie steppes of dust and scrub grass known today as the Dry Steppes. In what was once the Baklunish homeland of Ghayar, no life stirred—only silent ruins and restless, vengeful spirits remained.



The survivors of the Baklunish people, those who had somehow evaded the horrors of the Devastation, were consumed with righteous fury. Gathering within the ancient stone circles of Tovag Baragu, they called upon their mightiest elementalists, priests, and oracles, prepared to unleash a retribution of unimaginable magnitude. In a final, bitter act of vengeance, the Baklunish summoned the *Rain of Colourless Fire*, a spell as mysterious as it was devastating. Almost invisible, this spectral rain began to fall upon the Suloise Basin. Wherever it touched, life was instantly extinguished: flora, fauna, even the soil itself seemed to combust, turning to lifeless ash. Forests burst into flames that bore no color, burning without smoke or sound, reducing landscapes to charred embers.

The Rain of Colourless Fire did not merely claim lives; it seared the very essence of the land. The hills melted and flowed like wax, entire mountain faces collapsed into chasms of molten rock, and rivers ran thick with ash and embers. When the fires finally ceased, the once-fertile Suloise lands lay in ruin, transformed into an endless desert of blinding white sand, ash and smoldering craters. This barren expanse would come to be known as the Sea of Dust, a grim monument to the Suel's boundless arrogance.

Thus, in one horrific exchange, the Twin Cataclysms obliterated the two of the greatest empires Oerth had ever known, ending the Baklunish-Suloise Wars in a devastation so total that it left the land itself scarred for all time. In their quest for power, both empires had unleashed forces beyond their control—and, in the end, they reaped only desolation, silence, and the undying memory of their terrible folly. The Twin Cataclysms left the world scarred, with both empires erased from the map, their power and knowledge lost to the ages. Their ruins, buried in sand and time, would become the stuff of legend, cautionary tales whispered by sages to warn against the dangers of unchecked ambition and destructive magic.

FALL OF THE DWUR KING

After driving the Oeridian tribes eastward and into exile, the Great Horde faced a choice: pursue the scattered, impoverished tribes or seek greater plunder elsewhere. Opting for the latter, they turned their attention to the Crystalmist Mountains, where the dwarven clans held fortresses renowned for their craftsmanship, ancient relics, and endless forges. The Horde hoped to claim these treasures for themselves, and with their vast numbers and ferocity, they launched a relentless fifty-year campaign into the dwarven strongholds within the vast network of tunnels and halls known as UnderOerth.

This war for UnderOerth was one of unyielding ferocity, fought passage by passage and hall by hall, with both sides suffering immense losses. The dwur defenders, skilled warriors with an unparalleled knowledge of their terrain, fought with bravery and resolve, yet the Horde's sheer numbers and ruthless determination began to wear them down. Eventually, as the Twin Cataclysms brought ruin to

the empires above, the Great Horde broke through to the heart of the dwarven kingdom. In a climactic assault, they overran the High King's defenses, marking the end of a proud era for the dwarves of the Crystalmists. With the fall of the High King, the dwarven clans were shattered, and the survivors scattered in all directions, forced to abandon the ancestral halls that had sustained them for centuries.

The ancient *Axe of the Dwarven Lords*, a symbol of unity and authority among the dwarven clans, was lost in the chaos. Without this relic, which had served as a unifying force among the dwur, the remaining clans dissolved into disarray, with some abandoning their mountain homes entirely. These displaced dwarves, now nomadic, migrated into other lands where existing dwarven communities were already established. This led to both cooperation and conflict, as resources grew scarcer and rivalries flared.

Those dwarves who remained in the Crystalmists found themselves locked in a desperate struggle for survival. The power vacuum left by the High King's death bred infighting, as clan leaders clashed to assert control over what little remained of their kingdom. Driven by loss and the trauma of their defeat, some dwarves fell into despair or madness, while others sought power as a means of coping with the devastation. These dwarves saw their once-proud civilization reduced to fragmented factions, their former unity eroded beyond recognition.

In the wake of their victory, the humanoid tribes seized control of the dwarven halls, claiming the ancient forges and treasures as spoils. The Horde's leaders celebrated their



triumph, feasting amid the wealth of their fallen enemies. However, lacking a single ruler, these humanoid factions soon turned on each other, and internal disputes led to further fragmentation of their leadership, reducing the Great Horde's unity and power. Nonetheless, the humanoid victory over the dwarves left a permanent mark on the region, transforming the once-great Crystalmist dwarven halls into strongholds for orcish and goblinoid warlords.

The fall of the Crystalmist dwarves also set the stage for a new chapter in dwarven history. As the Great Migrations (q.v.) brought waves of Suel and Oeridian refugees eastward, the displaced dwarves adapted to their new circumstances by forging alliances with sympathetic groups. The Flan, known for their harmony with nature, maintained strong kinship with the dwarves, honoring their shared history and supporting each other against common threats. The dwarves also found allies among the olves and noniz, who valued their craftsmanship and resilience.

As the centuries passed, the displaced dwarves found new homes and established settlements in the upper Javan Valley, the Good Hills, and the Lortmil Mountains. These areas became centers of dwarven culture and industry, especially in the Lortmils, where dwarves expanded their influence into the Kron Hills and Drachensgrabs. The dwarves who settled in these regions adapted to life above ground, becoming known as the Hill Dwarves. They founded a new kingdom in the Lortmils, *Zigldum*, but tensions arose with neighboring elven realms, particularly Celene, who blamed the dwarven presence for an increase in humanoid incursions from beneath the Lortmils.

In the generations that followed, dwarven explorers ventured farther afield, establishing communities in the Tyurzi Mountains to the west and the Glorioles and Rakers to the east. According to dwarven lore, some mountain dwarves even traveled through UnderOerth, traversing subterranean routes from the Lortmils to the distant Rakers, though the exact details of these journeys remain known only to the dwarves themselves.

Through their endurance and adaptability, the dwarves transformed their misfortune into opportunity, creating a legacy of resilience that would shape their place in the evolving history of Oerik. Even as they faced hardships and new challenges, they remained staunch defenders of their people, their honour, and their ancestral traditions, forging alliances that would help safeguard their communities for centuries to come.

SLEROTIN'S TUNNEL

A final wave of Suloise migrants entered the Flanaess after the Rain of Colourless Fire. These were actually members of a number of once-prosperous noble families and their retainers. Being on holiday at the time their civilization fell, they escaped the burning of *Zinbyle*, the ruined city in the Sea of Dust recently rediscovered in 570 CY by explorers from the Yeomanry. After the Rain died away, the survivors

lived in barbarism, scavenging for food and stealing from the flocks of goat-herders in the foothills of the bordering Crystalmists. It was in such a condition a decade after the disaster that the great wizard *Slerotin*, the Last Mage of Power found them, mistaking them at first for actual goat herders. Slerotin heard the entreaties of the Suloise survivors, who could offer him nothing but gratitude in return for helping them cross the Crystalmists to the rich lands of the Flannae and demi-humans.

Slerotin summoned his power and opened a great tunnel directly through over 70 leagues of solid rock. In this way did scions of seventeen Suloise houses enter the Flanaess with Slerotin, meeting some of their own kind who had earlier crossed the Kendeen Pass (later destroyed by a volcano) and settled along the Javan and sheldomar rivers. Among these were junior members of houses *Neheli*, *Sus*, *Zelrad*, *Destron*, *Crix*, *Rhola*, *Lizhal*, *Malhel*, *Toli*, *Urnst*, *Linth*, *Lorinar*, *Salavarian*, and others. An eighteenth house, the *Lerara*, entered late. Further delayed by a fight between several nobles, the Lerara were trapped in the passage when it was sealed.

After the journey through the Passage, the historian Uhas of Neheli wrote that Slerotin was "nearly consumed" and "at death's door from his exertions." Slerotin supposedly prophesied that the most powerful of the Suel tribes who came with him would unite with a "noble people" and found a great nation. Then he expired in a boom of thunder that leveled the nearby trees into the shape of an arrow pointing toward the future *Kingdom of Keoland*.

The larger Houses began to seize significant tracts of land, and expand those holdings into something approaching full sized nations. Among these were Houses Rhola and Neheli who came to settle the Sheldomar valley and House Zelrad and Sus who found their way south of the Nyr Dyv to the eastern Flanaess. Unlike previous refugees, the Rhola and Neheli desired more than just recreating the incessant infighting of the now dead Suel Imperium. They wanted to build something more, and they were willing to do what none of their predecessors had. They were willing to cooperate. First with various minor houses that had come to what is now Old Keoland through Slerotin's tunnel with them, then each other, and finally the native inhabitants that they found, primarily with the Flan and Olve.

The nobles of House Rhola made for the mouth of the Sheldomar on the Azure Coast, where in -368 CY they founded the city of Gradsul. While they began settling the southern coastal lands, the nobles of Neheli took their chances in the northern valleys. Their much feared seers, who were among the few powerful apprentices of Slerotin to survive the cataclysm, closely advised the leaders of Neheli in all things. *Niole Dra* (New Niole in the Suloise tongue) was founded by them within ten years of Gradsul's creation. The next few seasons brought many changes to the land, as the Oeridian tribes entered the region from the north.

THE GREAT MIGRATIONS

As the Great Horde's leaders indulged in looting the dwarven riches and reveling in their recent conquests, they left an opening that the subjugated Oeridians were quick to exploit. Groups of Oeridian tribes who had previously been under the Horde's brutal yoke seized this moment to rebel. As the Horde's focus wavered, the Oeridians, inspired by the path paved by the Aerdi who had followed Johydee's prophecy eastward, broke free from their captors.

The Great Migrations saw the remaining Oeridian tribes, newly freed from the looming threat of the Great Horde, pressing eastward into lands long held by the Flan. As the Oeridians encountered these ancient inhabitants, initial interactions varied greatly from tribe to tribe and even between clans within each tribe. In many cases, the Oeridians found themselves fascinated by the deep, nature-centered wisdom of the Flan, who practiced druidic arts, celebrated the Old Faith, and held profound reverence for the land. Certain Oeridian tribes, especially those with more peaceful or curious dispositions, embraced these teachings. These tribes took up the ways of agriculture, seasonal observances, and elemental magics, adopting practices that honoured nature and respected the cycles of the earth. Elders from both cultures met in groves, trading knowledge, folklore, and spells, forging bonds that would last for generations.

In some regions, particularly those where the Flan population was less concentrated or already displaced by other events, Oeridian settlers were welcomed. The Flan offered guidance, helping the Oeridians adapt to the landscape. Together, they established settlements along rivers, in the shadow of mountains, and in fertile valleys, merging Flan techniques with Oeridian resilience. Mixed communities arose where the two peoples intermarried and combined their traditions. In these regions, the Oeridians' skill in warfare and governance merged with the Flan's agricultural expertise and magical knowledge, creating hybrid societies that became the seeds of future kingdoms.

However, not all encounters between the Oeridians and the Flan were peaceful. In more densely settled areas, the Oeridian arrival was viewed as an invasion rather than a migration, and fierce battles erupted. Flan clans, already weakened by conflicts with the Great Horde, found themselves defending their ancestral lands against these foreign intruders. Tensions flared when Oeridian chieftains staked claims on sacred Flan sites, particularly ancient stone circles and burial grounds that had been used for centuries. The Flan druids warned of dire consequences for disturbing these places, but many Oeridian tribes, driven by a desire to secure land and resources, ignored these warnings. Bloody skirmishes became more frequent as tribes clashed, leading to cycles of retaliation and retribution.

Despite the violence, a wary respect began to grow between the two peoples in certain areas. Oeridian chieftains who had witnessed the power of the Flan druids began to reconsider their strategies, seeing the advantage of forming alliances

with Flan leaders rather than continuing endless skirmishes. Over time, truces were made and trade routes established. Many Flan warriors joined Oeridian warbands as scouts and guides, navigating the wild terrain and defending the region against other marauding forces.

As the generations passed, this blend of cooperation and conflict left a complex legacy. Many Oeridians adopted Flan customs, and Flan communities adopted aspects of Oeridian culture in turn, resulting in the creation of unique regional identities.

THE PERREN AND QUAG HIGHLANDERS

The arrival of the Oeridian *Perren* tribe in the Yatil Mountains reshaped the region, sparking a wave of displacement among the native Flan tribes. The Oeridians, drawn to the fertile lowlands surrounding Lake Quag, quickly established themselves, pushing the Flan into the harsh, mountainous highlands. Forced to adapt, the Flan became adept at surviving in isolated, highland territories, relying on ancient traditions to retain a connection to their ancestral lands, which now lay in the hands of the Oeridian Perren. The Flan, proud and resilient, formed tight-knit clans with a fierce loyalty to their heritage, preserving their cultural practices in the highlands as they guarded the borders of the lowlands below.

Meanwhile, the Oeridians fortified their presence in the lowlands, establishing settlements along trade routes and lake shores, marking their new territories with watchtowers and stone keeps to defend against potential Flan incursions. Their chieftains were eager to solidify their hold over the fertile lands, crafting a more centralized society to bolster control and secure resources. For the Flan, this occupation was a bitter reminder of lost lands, and their resentment simmered as they clung to the highlands, launching small but fierce raids on Perrenlander patrols. Over time, a wary truce emerged: the Oeridians held the lowlands and controlled Lake Quag, while the Flan remained in their highland enclaves, guarding their customs, training warriors in the art of guerrilla warfare, and honouring elders who remembered when the entire region had been their own.

This dynamic created a deep cultural divide between the two peoples. The Oeridians embraced a structured, feudal society centered around lakeside settlements, while the Flan retained their clan-based organization, bound to the land through ancestral lore and guided by the druidic traditions that helped them endure in the harsher reaches of the mountains. Each side eyed the other with a mix of respect and caution, knowing that their coexistence, though tense, was a necessary balance in this contested landscape.

ALLIANCES AND SETTLEMENT

Amidst the fractured territories of the Oeridian enclaves, a rare instance of unity emerged in the region surrounding Mitrik. Here, Oeridian and Flan people formed a coalition bound by their shared devotion to the god Rao, a deity

revered for peace and reason. This nascent state became an oasis of tranquility in a chaotic time, a symbol of hope and harmony amid the violence that defined the Velverdyva Valley. In Mitrik, people from all backgrounds came seeking respite from the incessant conflicts, building a community founded on mutual respect and stability. This model of unity set an example for other regions fractured by war, and Mitrik became a sanctuary for those who dreamed of a life beyond endless conflict.

During this time of upheaval, alliances between the various peoples of the Flanaess began to strengthen. The dwur, olves, noniz, and humans found common ground in their shared struggles for survival. The hardships of this era forged bonds of cooperation, as each group relied on the strengths of the others to endure in an increasingly hostile world. The landscapes and people of the Flanaess were forever changed by these migrations and wars, as ancient rivalries lay hidden beneath fragile alliances and new powers rose to shape the course of history. The marks of this era would endure for centuries, casting a long shadow over the Flanaess, as both old enmities and newfound alliances continued to shape the land's destiny.

BAKLUNISH RESETTLEMENT

After the devastation wrought by the Invoked Devastation and then the Rain of Colourless Fire, the survivors of the Baklunish Empire found themselves gathered at Tovag Baragu, a desolate stone circle surrounded by the ruin and desolation left in the wake of the Twin Cataclysms. The air hung thick with despair, and the once-proud Baklunish people faced an uncertain future. At this moment, Istus, goddess of fate, presented a choice through her prophet, *Ozsef al-Baklun*. The survivors could either remain and face an uncertain and likely fatal existence amid the ravaged wasteland, or they could accept an extraordinary offer from the Four great Noble Genies. Each elemental noble—a Djinni, Marid, Dao, and Efreet—pledged to lead a portion of the Baklunish people to new lands, offering guidance and protection in exchange for an enduring bond of service. In this fateful decision, the Baklunish survivors chose life, hope, and a future, placing their trust in the elemental patrons who would reshape their destiny and scatter them to the four corners of their ancestral lands.

Starting in -406 CY, *al-Baklun*, began to organize the Baklunish exodus. Under this new pact, each Noble Genie pledged to lead a quarter of the Baklunish people to new lands and help them establish thriving communities. In return, they exacted a yearly day of service from every Baklun in perpetuity—a binding agreement symbolizing the union of fate and elemental power that now shaped their destiny.

The first exodus from Tovag Baragu, led by the *Djinni Queen Risay*, journeyed westward along the Dramidj coast. After months of travel, Risay's caravan reached the coastal lands where the Gulf of Ghayar meets the sea. In her honor, they named their new home Risay and began building their

society around trade, wisdom, and harmony with the coastal winds, which Risay herself blessed.

The second group followed *Ekbir, Duke of the Dramidj*, to a fertile stretch of land between the Blashikmund River and the Dramidj shores. Legend holds that Ekbir, using his command over water, raised an entire city in a single day, constructing magnificent spires and sweeping courtyards that caught the light of the setting sun. The city became known as Ekbir, and its culture thrived on both trade and maritime knowledge, with the people prizes their bond to the water and their pact with the Marid lord.

Guided by the earthy wisdom of *Tusmit, the Dao Prince of Stone*, the third Baklunish faction journeyed into the rugged terrain west of the Yatil Mountains. Under the Dao's guidance, they carved out their new lands in the hills and highlands, overcoming a tribe of Oeridians who had previously sought refuge there. With Tusmit's assistance, they forged strongholds in the mountains and learned to mine and shape stone, establishing a resilient society built on strength, endurance, and dominion over their rough terrain.

The final Baklunish migration was led by the *Efreeti Prince Zeif*, who guided his people north to the dramatic cliffs and sandy coasts near the northern reaches of the Dramidj. With fire and cunning, Zeif helped the Bakluni settle a stronghold that took his name. Recognizing al-Baklun's leadership and visionary qualities, Zeif proclaimed him the *Padishah Sultan of the Bakluni People*—a title of honour that, for the moment, resonated more with Zeif's followers than with the other groups. Each faction had its own identity and connection to its elemental patron, and only time would tell if they would one day unite under a single banner again.

These four elemental pacts became foundational to the Baklunish culture, shaping their distinct regional identities and grounding their beliefs in the reverence of Istus and the elemental lords. The settlements each grew into unique societies that still shared common roots, with each group bearing a cultural legacy of service and devotion to their jinn patrons, embedding this bond in their daily lives, rituals, and governance.

RISE OF THE AERDY

By the time the *Velondi, Ferron, Perren* and other Oerid tribes began intermingling with the Flannae in the Velverdyva valley, the Aerdi coalition had reached the Veng and Ritensa after battling across the northern shore of the Nyr Dvy. There they found little opposition for their armies who, by this time, were experienced and very well trained.

The humanoid tribes of the region were driven out, the main group of euroz going north to the Dulsi Plain (now the land of Iuz), and the goblinoids going to the prairies between the Opicm River and Fellreev Forest (now the northern part of the Horned Society). Smaller combined groups went south, settling the *Low Road* beneath the Lortmils Mountains, beginning the long struggle against the dwur of Zigildum,

and plaguing the olve of Celene whenever they could. Stories of this time are favourites among the euroz and jebli, leaders using them to rouse their people into frenzies against the humans who stole their wondrous homeland, where the grass was always green, the game always plentiful, and everyone had their own slaves.

In -395 CY the Oeridian warlord *Baron Lum* established the first Oeridian kingdom in the Flanaess. With his disciplined troops and the power of a mighty artifact at his disposal, Lum carved out a powerful fiefdom. It is said that, with the artifact that later took his name (the *Machine of Lum the Mad*), he brought no fewer than 50 new species of monsters into the world. He thought nothing of barrages of fire that annihilated large numbers of his own troops, so long as he carried the day. (*see sidebar at right*)

Lum's reign was one of cruelty and horror, but it is credited in part for the impressive Oeridian successes in the days before their victories over the rival Suel and Flan were assured. Lum's reign approached its twilight when his formerly loyal subordinate, *General Leuk-O*, discovered the Mighty Servant artifact that would become known by his name. Over the next fifty to hundred years the Suel and Oeridian migrants vied with each other and the native Flan for lands and territory while the olvenfolk continued to keep their borders shut to outsiders.

Other Oeridian and Suel warlords would follow in Lum's footsteps in the coming centuries. *Yagrax Belcrux* was an Aerdian High Wizard-Priest who established his own dominion extending out from the Isles of Woe in the Nyr Dvy. The Isles of Woe are most famed for the doom they suffered when the powers of the *Codex of the Infinite Planes* caused them to sink beneath the waters of the Nyr Dvy. During the nation's height, Yagrax used the powers of the Codex to conquer the surrounding realms, and even other planes, but the same forces that brought so much power also brought much destruction and woe. Yagrax' forces also helped push the refugee Schnai, Cruskii and Fruztii Suel houses to the north, diverting them from their planned journey south (q.v.).

Oeridian settlement beyond the Veng began around the year -444 CY, when seven tribes forded the Ritensa and drove off the nomadic horsemen who wandered the area. This was unusual behaviour for the Oeridians; however, their folklore ascribed demon-worship, cannibalism, and worse to the folk who dwelt north of the Nyr Dvy. A hundred years before, a wandering tribe had been massacred and enslaved by the nomads. The survivors brought tales of fear and terror back to the west.

Over the next few centuries additional Oeridian tribes arrived in the area. Most often they passed through the existing settlements and settled further north and east (though not always peacefully). This expansion was halted by the Flan of the Tenha Confederation, an alliance of Flan tribes in the valley of the Zumker River. Other tribes,

BARON LUM THE MAD AND HIS MACHINE

Baron Lum, an ambitious Oeridian warlord, ventured deep into the Abbor-Alz Mountains where he uncovered a mysterious and powerful artifact. Known to history as the *Machine of Lum the Mad*, this strange device defied understanding, and it took Lum years of obsessive experimentation to unlock its secrets. When he finally harnessed its power, he used it to carve out the first Oeridian nation-state on the Flanaess, ushering in a new era of rule.

But what few know is the true nature of Lum's bizarre device and the price it exacted. The Machine didn't simply grant Lum power—it also tore through the fabric of time itself, thrusting him into a future 802,701 years ahead. In that distant era, Lum found a world transformed into something beyond his darkest imaginings. Humanity and its kin seemed to have vanished, leaving behind only two strange humanoid races: the gentle, halfling-like Eloi who dwelled in surface ruins and the sinister, subterranean Morlocks, debased creatures lurking in ancient tunnels. The land itself was a grim vista of monstrous life, infested with horrific aberrations that defied natural order.

Obsessed, Lum returned to his time machine again and again, each journey taking him to a different version of Oerth's far future. With each foray, however, the power of the machine eroded his mind, twisting his sanity and plunging him deeper into madness. When he eventually returned to his own era, he brought with him terrifying creatures from these dark visions of the future. Historians now attribute the presence of at least fifty new monstrous species on Oerth to Lum's mad experiments with the Machine.

including the powerful Aerdi, traveled between the Rift and the Nyr Dvy and settled further east.

THE KEOGH AND THE BALANCE OF POWER

As the great Oeridian migration, which had long pushed eastward, began to shift southward, a powerful alliance of Oeridian clans known collectively as the *Keogh* emerged as a formidable force in the upper Sheldomar Valley. The term "Keogh," meaning "allies" in their dialect of Old Oeridian, aptly described this coalition, composed of the *Mearthe*, *Mandishehr*, *Maremhk*, *Blerkhaven*, *Skotti*, and *Sedenna* clans. United by necessity and ambition, the Keogh clans brought with them a powerful cavalry tradition. Though their mounted forces were only light cavalry by later standards, they were unmatched by any other forces in the valley, and their horses were of such high quality that they would later breed into the legendary Keobred warhorses.

The Keogh's journey southward was marked by skirmishes with remnants of Vecna's fractured dominion. They carved a path through the chaos and, after crossing the Sheldomar River, made contact with the Neheli, one of the powerful Suel noble houses in the region. The Neheli, keen to weaken rival Suel houses that had taken root in the Sheldomar heartlands, welcomed the Keogh and directed them toward the lands between the Sheldomar and Javan rivers, hoping they would disrupt the minor Suel Houses entrenched there.

The Keogh obliged, using their cavalry strength to overpower many of the smaller migrant Suel factions. However, as they expanded, they encountered House Linth,

a longstanding ally of the Neheli. The clash between the Keogh and the Linth, though unexpected, actually served the Neheli's interests by keeping their potential rivals in check. But the Keogh's continued spread southward also led to an encounter with House Rhola, another major Suel power in the region. Unlike the Neheli, the Rhola viewed the Keogh expansion as a threat, and tensions quickly escalated, placing the Neheli in a precarious diplomatic position.

THE COUNCIL OF NIOLE DRA

To avert a full-scale war, the Neheli took the initiative, calling for a council to resolve the mounting conflict. In -342 CY, representatives of the Keogh, the Rhola, and the Neheli convened in the Neheli capital of *Niole Dra* (or *New Niole*, in Ancient Suloise). This historic assembly, known as the *Council of Niole Dra*, marked a turning point in the region's history. After intense negotiations, the three factions forged an unprecedented alliance, formally establishing the *Kingdom of Keoland*. This alliance bound the Keogh and the two most powerful Suel houses, Rhola and Neheli, in a pact of mutual defense and cooperation.

The foundation of Keoland brought stability to the region, creating a powerful entity that could counter future waves of migration, foreign invasion, and internal dissent. The alliance combined the strengths of the three founding factions: the Keogh's cavalry and martial prowess, the Neheli's strategic acumen and established networks, and the Rhola's wealth and political influence. Together, they set Keoland on a path to becoming a dominant power in the western half of the Flanaess, with Niole Dra as its capital and seat of governance.

The founding of Keoland was not only a significant political achievement but also marked a cultural fusion. Oeridian, Suel, and Flan traditions and practices began to blend within the new kingdom. Though each founding faction maintained a degree of autonomy and preserved its own customs, they collectively fostered a new identity unique to Keoland. The consolidation of these cultures within the kingdom laid the foundation for a shared heritage, which would endure for centuries as Keoland rose to prominence.

Thus, the Kingdom of Keoland was born out of both conflict and compromise, its legacy shaped by the ambitions, rivalries, and alliances of those who came before. The Council of Niole Dra set a precedent for governance and cooperation in a land long marked by migration and conquest, establishing a durable foundation for the kingdom's future stability and growth.

RISE OF THE OERIDIAN HERZOGS

Among the Oeridian tribes, the Aerdi were the largest, most powerful, and proudest. Known as the "Sky People" in their language, the Aerdi stood out for their martial prowess and leadership. Their chieftains, bearing the noble title of *Herzog*, commanded the loyalty and respect of other Oeridian clans, leading a vast migration through the Fals Gap. There,

they encountered the indigenous Flan peoples, whom they swiftly overpowered, driving ever eastward in search of new territories.

The Aerdi pushed relentlessly until they reached the shores of a vast ocean to the east. Captivated by the seemingly endless horizon, they named it *Solnor*, the "*birthplace of the sun*." Along its shores, the Aerdi established small kingdoms, including *Thalland* and *Medegia*, each a fledgling state in what would eventually become a powerful confederation. The Aerdi's early petty kingdoms, however, lacked cohesion and struggled to contend with powerful Flan alliances and encroaching Suel settlements. Recognizing the need for unity, these kingdoms eventually united under a single banner, leading to the foundation of the *Kingdom of Aerdy*.

In -216 CY, *Mikar of House Garasteth*, Herzog of Medegia, ascended as the first *Grand Prince of Aerdy*, formalizing that kingdom's foundation. Rel Astra became the Aerdi capital, where they began a campaign of rapid expansion across the Flanni River basin. Mikar's leadership brought a series of decisive victories over both the Flan and scattered Suel enclaves, pushing them out and consolidating Aerdy dominance. By Mikar's death in -175 CY, the *Kingdom of Aerdy* stretched from Relmor Bay to Spindrift Sound, and from the Blemu Hills to the Glorioles. This era of relentless expansion marked the beginning of a 300-year march toward empire.

FALL OF THE LAST FLAN QUEEN

The Aerdi's rise began in earnest with their conquest of the ancient Flan kingdom of Ahlissa, once a powerful realm but now a shadow of its former self. Ahlissa had been founded nearly 700 years earlier by the legendary *Queen Ehlissa the Enchantress*, a figure whose magical prowess and wisdom had forged a once-thriving kingdom from the southern shores of the Aerdi Sea to the Iron Hills. By the time the Aerdi armies arrived in approximately -400 CY, however, the kingdom was crumbling, plagued by internal discord and weakened authority. Ahlissa's Queen held little true power; her title had become a ceremonial relic, while the *Tiarna*—powerful Flan lords—disagreed on nearly every matter of policy, pursuing their own feuds and personal ambitions rather than uniting to defend their lands.

In this fractured state, Ahlissa was ripe for conquest, and the Aerdi seized upon the opportunity, integrating Ahlissan lands into their growing domain with surprising ease. The few attempts at resistance were scattered and poorly organized, with the Tiarna unable to unify long enough to mount an effective defense. Many Flan lords accepted their fate, pledging fealty to the Aerdi in exchange for promises to retain local control, while others simply abandoned their holdings and withdrew to more remote lands. Thus, Ahlissa—the last independent Flan nation-state in the Flanaess—was absorbed into the expanding Aerdi realm, marking the end of an era for the Flan.

Buoyed by this victory, the Aerdi armies continued southward, turning their sights upon the Suel refugee-state remnants scattered throughout the region. In the Pawluck Valley, modern-day Sunndi, Suel houses clung to their holdings, wielding significant but waning influence in isolated petty kingdoms. To the southwest, the Suel petty kingdom of Zelrad (modern Idee) posed a more organized resistance, yet even these ancient houses could not withstand the disciplined and relentless Aerdi forces. Facing a united foe that matched them in both military skill and numbers, the Suel territories were swiftly overtaken. Some Suel lords fled, escaping to hidden enclaves or seeking exile beyond Aerdi reach, while others negotiated a begrudging surrender and accepted positions as vassals to the new Aerdi rulers.

Each conquest further solidified the Aerdi's control over the region, enabling them to build a complex network of vassal states and territories loyal to their growing empire. These victories against both the Flan and Suel transformed the Aerdi from a regional power into a force with ambitions stretching across the Flanaess. With the populace pacified, the conquered lands were unified under the *Herzogtum of Ahlissa* with a new Aerdi *Herzogin Seprenna of clan Darmen*, known as the *Butcher of the Pawluck Valley*.

As the last vestiges of Flan sovereignty and Suel independence faded, the Aerdi Empire took root, claiming the mantle of dominance over the eastern lands and setting the stage for an age of Aerdi supremacy.

THE HERZOVTUM OF AERDIAAK

Other Aerdi clans, such as *Naelax* and *Torquann*, turned their attention northward, seeking territories that lay beyond the established borders. In these northern lands, the Flan were reputedly decadent, worshiping dark powers and ancient dragons that held sway over their kingdom for centuries. These Flan realms had long preyed upon their neighbours, making them an ideal target for Aerdi conquest.

As Aerdi forces moved up the Flanmi River, they gained allies among gentler Flan communities eager to see the fall of their oppressive leaders. By the second century CY, the Aerdi had effectively conquered the northern Flan lands, bringing them into the *Herzogtum of Aerdiaak*, with House *Naelax* holding the primacy there. The Aerdi established their court in Eastfair in -142 CY, where they introduced the dogma of *Hextor*, god of war and domination, setting the tone for their authoritarian rule in this part of their realm.

The conquest of Ahlissa, Zelrad, and the northern Flan territories not only expanded the Kingdom of Aerdy but also reshaped its cultural landscape. The Aerdi methodically erased much of the native Flan culture, installing Aerdi law, customs, and faith. Under House *Naelax*'s influence, Eastfair became a stronghold of *Hextor*'s worship, reflecting the Aerdi's belief in order, strength, and martial prowess. Over time, the Aerdi legacy permeated every aspect of life, from governance to religion, creating a culture that celebrated military discipline and conquest.

Thus, from a confederation of Oeridian tribes, the Aerdi forged a kingdom and, ultimately, the foundation for an empire that would extend its influence across the Flanaess. The Aerdi's conquests established them as the preeminent power in the region, and their cultural imprint would shape the political and social landscape of the Flanaess for centuries. Their rise from nomadic warriors to rulers of a vast empire stood as a testament to their ambition, resilience, and unyielding drive for dominance.

KINGDOM OF KEOLAND

The foundation of Keoland, as decided at the Council of Niole Dra, established a unique system of governance in which ruler-ship would alternate between the two most powerful Suel houses: House *Neheli* and House *Rhola*. While other Suel houses were included within the kingdom, they held secondary status and did not participate directly in the



alternating succession. The council also created a permanent advisory and legislative body known as the *Court of the Land*, consisting of representatives from all noble houses. This body would serve as a platform for legislative debate and policy-making, acting as a stabilizing force to balance the ambitions of the ruling houses.

The Keogh clans, descended from the Oeridian migrants, were granted a pivotal role within this structure. Though they would not be eligible to rule, they served as the deciding votes in cases where the Neheli and Rhola were split. The Keogh thus held a position of substantial influence: they could determine whether Keoland would adopt the expansionist policies of House Rhola or the isolationist stance of House Neheli. This made them essential allies for any house seeking the throne, as both Neheli and Rhola would need to court Keogh support to claim the prestige of the Lion Throne.

As a confederation of allied clans, the Keogh possessed an internal structure similar to the larger system established by Keoland. Each clan was led by a Hetman, a title bestowed upon the head of a powerful family who would lead his clan's cavalry in battle. Among the Hetmen, one would be chosen as Herzog to represent the entire Keogh confederation in times of peace and, more importantly, in times of war. This title carried significant weight and allowed the Herzog to serve as the voice of the Keogh in the Court of the Land.

The Council of Niole Dra spent considerable time negotiating the exact rank and precedence of the Keogh leaders within the newly established hierarchy. It was ultimately decided that the Herzog would hold equal rank to the heads of Houses Neheli and Rhola, positioning him as a Duke—though traditionally addressed as Herzog among the Keogh. However, unlike the Suel nobles, the Herzog would not be eligible to sit on the Lion Throne, underscoring the Keogh's role as kingmakers rather than rulers. This rank granted the Keogh autonomy and respect while preserving the Suel line of succession. The Keogh's role as arbiters and kingmakers allowed them to sway Keoland's policies toward either stance, embodying a balance that would guide Keoland's destiny and prevent any one faction from dominating the kingdom. In this way, Keoland's structure of governance, rooted in shared authority and alternating rule, reflected a commitment to unity through diversity. The kingdom's foundation at the Council of Niole Dra established Keoland as a federation rather than a monarchy ruled solely by one lineage, with the Keogh standing as both a balancing force and a reminder of the kingdom's Oeridian roots. The legacy of this structure would endure for centuries, making Keoland one of the most distinctive and enduring realms in the Flanaess.

THE HOUSE WARS

Shortly after Keoland's founding, tensions arose between the ruling Neheli and Rhola houses and the other Suel houses, particularly *House Malhel*. The Malhel rejected the authority of the Council of Niole Dra, unwilling to submit

to Neheli or Rhola rule, and launched an assault on the Silent Tower (q.v.), seizing powerful artifacts, including the Hand and Eye of Vecna. Their rebellion prompted *Kassian I of House Rhola* to launch the House Wars to eliminate independent Suel houses, many of which were ruthless early migrants. By -336 CY, House Malhel was nearly eradicated, with survivors retreating to the Dreadwood, where they plotted revenge. A generation later, King Malovar the Defender resumed the House Wars, consolidating the valley under the Lion Banner. By -312 CY, Keoland controlled the region between the Little Hills, Lortmils, Rushmoors, and Dreadwood. Meanwhile, the Malhel clashed with the Dreadwood olve and ultimately perished in a failed magical ritual for power.

In -289 CY, *Logan the Seer of House Neheli* made formal contact with the Dreadwood olve. This historic alliance led to significant reforms, including inviting many demi-humans into the Kingdom of Keoland as partners and founding the Barony of Grayhill as a symbol of unity, thus solidifying Keoland's regional dominance and peaceful relations with neighboring olven communities.

The House Wars in Keoland forced many of the defeated Suel houses to flee the Old Keoland region, scattering in various directions and leaving a legacy of conflict in their wake. Some of these displaced Suel migrants ventured eastward, settling in the rugged, lawless lands of the Pomarj (also known as the "Poor March") and the Wild Coast. Here, they encountered former refugees from the Sheldomar and established small, contentious communities, surviving by adopting a harsh, independent way of life. Other Suel exiles headed south, where they settled the fertile fields south of the Javan River. These settlers fell under the rule of *House Toli*, a powerful clan of necromancer-pirates whose control was marked by oppression and fear. House Toli's influence spread hatred of the invaders and sowed discord, as the exiled Suel grappled with both internal struggles and memories of displacement. Some crossed Jeklea Bay, attempting to settle the dangerous Amedio Jungle. Here, they clashed with the Olman in a violent struggle that ultimately weakened both civilizations, leaving the region fractured and unstable. A handful of Suel refugees ventured even further south to the Pirate Isles, where they sought a new life beyond the reach of the Sheldomar conflicts. Little is known about these settlers, but tales suggest they became skilled seafarers, forming loose, independent enclaves and blending piracy with survival along the southern seas.

RISE OF THE GREAT KINGDOM

By -191 CY, when *Nalaster*, grandson of Grand Prince Mikar, took the throne of the Kingdom of Aerdy, the dynasty had become corrupt. Almor of House Cranden from Rauxes skillfully maneuvered into power, becoming *Almor I*, followed by his son *Ferrend I* who expanded Aerdi lands to include the Flan Onwi tribe's territory and founded Scant. Under *Ferrend II*, the City of Irongate was established, cementing Aerdi control over the Headlands, and Onwal became a fiefdom of the Ahlissan Province.

A major expansion took place when the Aerdi encountered the Oeridian *Nehron* state around Rel Mord on the Duntide River. The two groups, distant kin, were in rivalry until *Grand Prince Almor II* led the Aerdi in a decisive victory at the *Battle of a Fortnight's Length* in -110 CY, consolidating Aerdi control. Legend holds that the hero-goddess Daern may have been present, with her mortal life ending shortly after the battle.

Following this victory, Grand Prince Nasran of Cranden declared "Universal Peace" and was crowned the first *Overking of Aerdy* in Year 1 CY in Rauxes. A devout follower of Pholtus, Nasran established the *See of Medegia* and granted it to the Church. He also appointed viceroys for administration, with House Cranden governing the Ahlissan Province from Zelradton and House Naelax overseeing the northern Aerdiaak Province from Eastfair, both having extensive autonomy but answering only to the Overking.

Nasran's rule, followed by his son *Serran*, brought continuous victories, expanding the kingdom into the Pale, Urnst states, Shield Lands, and forcing the Tenh Confederation into tributary status. However, this centralization around Rauxes also highlighted the growing power of the *Malachite Throne*, shifting influence from the noble Celestial Houses toward the monarchy.

Under Cranden leadership, the Great Kingdom continued expanding, reaching from the Yatil Mountains to the Solnor Ocean and becoming a powerful force for order in the Flanaess. In 75 CY, *Overking Tenmeris* of Cranden died, and his wife, *Yalranda of House Nehron*, known for her political acumen, ascended as Overqueen. She secured her authority by marrying *Marren of House Rax* as King-Consort. Yalranda's death in 86 CY led to her son *Manshen I* of House Rax-Nyron taking the throne.

During his first twenty years, Manshen expanded the kingdom to the Fals Gap and Quaglands. In 100 CY, he organized these new territories into two provinces around the Nyr Dyv. *Nyron*, incorporating Urnst, was governed from Rel Mord by a junior branch of House Rax, while *Ferrond*, including northern territories around the Vesve Forest, was governed from Dyvers. These divisions reinforced Aerdy's authority over its vast and increasingly diverse holdings.

ORIGIN OF THE RHENNEE

The *Rhennee* are unique among the peoples of the Flanaess, as their origins are not traced to Oerik but rather to another world altogether—*Rhop*. According to their legends, the Rhennee arrived on Oerth by accident, transported from their home plane under mysterious circumstances they themselves barely understand. While few Rhennee speak openly about their origins, those who do hint that Rhop was vastly different from the Flanaess.

The first known Rhennee communities appeared around the Adri Forest in 150 CY. Initially attempting to settle

that land, they faced persistent harassment from the Aerdy soldiers and locals, prompting them to migrate westward. Over time, most Rhennee abandoned land settlements in favor of a nomadic life on the Nyr Dyv and its connected rivers, transforming themselves into a waterborne people. While some Rhennee tribes still maintain wagon-based communities, the majority now dwell on large barges, designed to navigate the region's vast waterways.

Living primarily on the rivers, the Rhennee sustain themselves by transporting goods and passengers, hunting, fishing, trading, and practicing various crafts. Known for their acrobatic skills and entertainment, they have developed a reputation as both skilled navigators and entertainers. Their adaptability and distinct culture have allowed them to carve out a niche on the rivers and lakes of the central Flanaess, where they continue to live in relative isolation, largely self-sufficient and independent of the surrounding kingdoms.

SECESSIONS FROM THE CELESTIAL EMPIRE

Returning for a moment to Oerik's far west, following the establishment of *The Way* sect by the now-deified Xan-Yae, centuries of philosophical and social shifts led to significant territorial secessions from the Celestial Empire. The regions of Behow and later Minyeo declared their independence, driven by Wayist ideals that encouraged self-governance and spiritual autonomy. Attempts by Imperial Mandarins and officials to keep these regions within the Empire were unsuccessful, as the rebellious provinces were steadfast, and Emperor Jiao refused to employ military force against them. Inspired by this, numerous daimyo in the Suhfeng Marches also began withdrawing their allegiance, though many Marcher lords continued to recognize imperial authority and serve the Empire loyally.

RYUUJIN REBELLION

Seeing the limited success of the spread *The Way* had in reducing the overall power of the Celestials on Oerth over the centuries, the Lords of the Nine Hells began to put other schemes into action. *Kurutan the Red*, a minor military commander from the coastal city of Eta in the remote Kozan Province of the Celestial Empire, emerged as a pivotal figure in their scheme. Long a follower of Asmodeus, Kurutan saw an opportunity to sow discord by seducing the local daimyo (i.e. lord) of Kozan toward a mindset of lawful evil.

With the western marches, such as Minyeo, seceding from the Empire, Kurutan seized the moment to spread whispers of sedition among Kozan's daimyo. Kozan had always been a hinterland with little influence in the broader politics of the Empire, its daimyo traditionally left to govern their maritime holdings with minimal interference from the distant imperial center in Tianshi. Supported by Asmodeus, Kurutan successfully corrupted *Kem Lamtun*, the locally powerful daimyo of Eta, and through a mix of diplomacy and dark influence, he swayed eight other daimyo to his side. Each of these lords became proxies of a specific Lord of the

Nine Hells, and together, they orchestrated a brutal purge across the isles, culminating in the *Decimation of Lintao* in 168 CY. With the last independent daimyo defeated, Kem Lamtun declared himself *Emperor of the Ryuujin Empire*. This new regime went unnoticed by the Celestial bureaucrats in Tianshi, as Kozan was seen as politically insignificant.

The Ryuujin Islands were quickly divided among the *Nine Loyal Daimyo*, including Kurutan, who was elevated as the daimyo of Eta. Gifted with an unnaturally extended life by Asmodeus, Kurutan entrenched himself deeply within the Ryuujin government, using his influence to shape every facet of the empire. Within a generation, Kurutan's plans reached full fruition when he manipulated the second Emperor, *Kama Lamtun*, to appoint him as *Sogon*, or Warlord—the supreme commander of all military forces in the Ryuujin Empire. From that point forward, the Emperor served merely as a ceremonial figurehead, with true power vested in the Sogon's office, which has been occupied by Kurutan's descendants ever since.

In Ryuujin society, the Emperor is revered as a quasi-divine figure, worshiped by the populace, while the Sogon is seen as the Emperor's earthly agent. Those who question the Sogon's influence on the Emperor's rule or voice dissent within the imperial family soon disappear without a trace. The Lords of the Nine Hells thus cemented their influence, ensuring that the Ryuujin Empire operates under their dark principles, with Kurutan's line maintaining iron control and advancing their sinister agenda across the isles.

CONTINUED AERDY EXPANSION

In 166 CY, following the burning of the shipyards at Pontylver by Suel pirates from Duxchan, *Overking Erhart II* ordered a campaign to conquer the Duxchan Isles. *Lord Admiral Aedorich of Atirr* led the Aerdi armada, establishing Dullstrand as a strategic port to launch operations against the pirates. After several years, the Aerdi forces defeated the pirates in the *Battle of Ganode Bay*, driving the survivors to Ekul on the Tilvanot Peninsula. The Aerdi solidified control over the Duxchan Isles by founding Sulward and designating the islands as a fief of the Ahlissa South Province, overseen by the Prince of Diren.

By 189 CY, the Great Kingdom expanded further, establishing the northern *County of Urnst* as a protectorate under *Overking Jirnen*. Southern Urnst, dominated by Suloise nobility, was reorganized as the *Duchy of Urnst* after local lords sold their holdings. Jirnen disbanded the Urnst Senate shortly after, transferring authority in southern Urnst to a Duke Palatinate chosen from native Suloise nobles, thereby consolidating the Kingdom's hold over Urnst.

The *Landgraf of Selintan* began fortifying the town of Greyhawk in 200 CY, and after his assassination in 209 CY, *Ponjes the Bull* initiated a violent purge known as the *Expulsion of Evil*, targeting cultists and burning temples. Ponjes then declared himself Mayor of Greyhawk and ushered in a trade boom, as Greyhawk's textile mills and

livestock markets grew rapidly. The Great Kingdom's influence continued to spread as it annexed Verbobonc and extended its control over Hardby.

In 203 CY, the elite *Order of the Knights Protector of the Great Kingdom* suffered a great blow when *Sir Kargoth* entered a pact with Demogorgon. This betrayal unleashed a demonic horror upon the kingdom, and though it was destroyed by 213 CY, Kargoth and thirteen corrupted Knights Protector transformed into the first death knights.

That same year, Overking Jirnen died, sparking intrigue over his succession. His son Malev, uninterested in ruling, auctioned off the throne to the highest bidder, unexpectedly passing the office to his cousin *Zelcor*. At Zelcor's coronation, a total eclipse darkened the noon sky above Rauxes. The Royal Astrologers declared it a dire omen, citing *Selvor the Younger's* prophecy of an impending *Age of Great Sorrow*. Offended by their interpretation, Zelcor abolished the astrologers' order and exiled its members to Rel Astra.

Zelcor's reign marked the start of the Great Kingdom's decline, with the House of Rax descending into neglect, decadence, and incompetence. Seizing this opportunity, the Mayor of Greyhawk negotiated the withdrawal of Aerdi troops, and by the end of 213 CY, Greyhawk was granted status as a Free City. This independence sparked further ambition among the Great Kingdom's territories, marking the beginning of a gradual unraveling of Aeridian authority across the Flanaess.

THE AGE OF GREAT SORROW

The Oeridian migration led the Ferron tribe to settle the lands west of what would become the Great Kingdom in the Velverdyva Valley and the region spanning Lake Whyestil to Woolly Bay. This area, named *Ferrond* in honour of its dominant tribe, mirrored Keoland in its blend of diverse human cultures. In its early days, Ferrond included the lands of modern-day Furyondy, Veluna, Verbobonc, the Shield Lands, the Bandit Kingdoms, Iuz, and Perrenland. The region was governed from Dyvers by a viceroy, supported by both Aerdi nobles and ennobled Flan.

Modeled after Aerdy's feudal system, Ferrond generated substantial profits for the Great Kingdom. However, as the Overkings grew more incompetent, Ferrond's nobles grew increasingly autonomous, eventually withholding tithes to Rauxes. By 240 CY, with Aerdy forces withdrawn from Verbobonc to address internal rebellions, noniz artisans and traders—under the leadership of the legendary gnome Nigh Cyrbos—stepped in, establishing the Viscountcy of Verbobonc in 242 CY.

Twelve years later, upon the death of *Viceroy Stinvri of Ferrond*, the nobles of Ferrond declared their independence from Aerdy, choosing Stinvri's heir as *Thrommel I*, the first King of Furyondy. Over the coming centuries, Thrommel and his descendants gradually allowed vassal states their independence. As Veluna and the Shield Lands asserted

sovereignty, and Perrenland declared formal independence in 400 CY, Furyondy's territorial control steadily shrank. The Highfolk also gained self-governance, though formally remaining part of Furyondy, and by 526 CY, Dyvers became a Free City, though it continued to pay tithes to Furyondy.

Furyondy experienced limited warfare, enjoying peace and prosperity as its kings allowed states to break away, encouraging warm relations with former territories. Close alliances with Veluna and trade with Perrenland bolstered Furyondy's influence, though Shield Land nobles remained wary of possible re-annexation. Furyondy's seven noble houses, initially essential for governing its vast territories, grew nearly as powerful as the king himself, controlling local affairs autonomously and rivaling the grandeur of the royal court.

Just two years before Ferrond seceded from The Great Kingdom, the political landscape was already shifting in the heartlands of the Kingdom when Overking Toran II dismissed the Holy Censor of Medegia from office, replacing him with a priest from the Zilchus faith. This shift alienated the Pholtusians, who gradually left the inner Aerdian lands. With the secession of Furyondy and religious persecution in Aerdy, Pholtus worshipers migrated westward, settling among the Flan in the Rakers' valleys. By 260 CY, the Great Kingdom ceased to contest Furyondy's independence. Formal recognition followed almost a century later, in 283 CY, when King Thrommel constructed Chendl and moved the capital from Dyvers five years afterward. These secessions led many noble Aerdy families to leave for Furyondy, further weakening the Great Kingdom and leaving its heartlands increasingly vulnerable to self-serving opportunists.

NYROND SECEDES

When Ferrond declared independence, the Overking of Aerdy turned to Nyrond for troops to support ongoing border conflicts north of the Nyr Dvy. Without concern for their mounting losses, the Overking pulled men and women from Nyrond to fuel futile battles, creating deep resentment among Nyrondal nobility. For a century, the junior branch of Nyrond's nobility looked upon their Rax cousins in Rauxes with growing disdain, viewing them as corrupt and incompetent.

This tension culminated in 356 CY, when Nyrond's lords declared their independence, rejecting the Overking's rule and naming *Medven I* as their first king. Anxious over a potential Aerdy retaliation, Nyrondal nobles gathered a massive force along the eastern border, watching for the Overking's banners along the Flinty Hills and Harp River. However, fate intervened as Suel barbarian forces surged southward from Bone March into North Province. While history leaves uncertain whether these barbarians moved at Nyrond's behest or independently, their timely invasion forced the Overking to choose between quelling rebellion in Nyrond or securing the vulnerable Aerdiak Province. Taking advantage of this distraction, the Duke of Tenha declared independence. At the *Battle of Redspan*, the Tenha

cavalry routed Aerdy's forces, driving them down the infamous "Red Road to Rift Canyon." Though exaggerated in the ballad of the same name, which claims the Aerdy army was cast into the Rift Canyon, the victory was decisive. Many Aerdy soldiers, unwilling to return home to face punishment, fled to the Bandit Kingdoms, while Aerdy suffered yet another humiliating loss.

Independence brought both opportunities and challenges for Tenh. To the west, Bandit lords along the Artosamay and Zumker Rivers launched frequent raids, testing the duchy's defenses. Meanwhile, the newly-formed *Theocracy of the Pale* presented a threat to Tenh's eastern borders, zealously expanding its influence. The Flan Rovers of the Hunting Lands also continued their traditional raids, growing even bolder after encountering Baklunish nomads to their west, who shared their skills and tactics.

Tenh managed to defend its autonomy against these challenges until the emergence of a formidable Flan warrior, the outlaw known as Stonefist. His rise would mark the beginning of new threats for the independent duchy, testing Tenh's resilience in the face of external pressures and internal unrest.

THE BRAZEN HOARD

For centuries, the Baklunish nation of Zeif faced continuous challenges from marauders on both land and sea, but by 290 CY, the depredations of the Ulakandar nomads had grown relentless. In a bid to secure his realm, *Padishah Sultan Melek II* looked westward for a solution, recruiting the *Brazen Horde*, a powerful coalition of Suhfeng nomads and centaurs hailing from beyond the Gulf of Ghayar. The Brazen Horde, long antagonistic with the Risayni—Baklunish kin of Zeif—was eager for new lands, and their settlement on the plains of Zeif initially proved successful in creating a buffer zone against the Ulakandar raids.

The Ulakandar tribes, driven from their homelands by their western brethren, attempted incursions into Zeif but as they crossed Zeif's northern border they were redirected north by combined forces from Ekbir and Tusmit. Funneled through a narrow passage between the Yatil Mountains and the Dramidj Ocean, the displaced Ulakandars ultimately arrived on the vast northern steppes between the Burneal Forest and the Yatils, regrouping under the charismatic leadership of *Kha-Khan Ogobanuk*, who united them as the *Relentless Horde* by around 320 CY. This horde became the terror of the northern realms, displacing and assimilating several Flan bands across the Hunting Lands and terrorizing the region from the Dramidj coast to the Griff Mountains. Following Ogobanuk's death, the Wegwiur and Chakyik tribes emerged as distinct factions but retained a shared cultural and linguistic heritage, following the Kha-Khan's philosophy: "*Any ruler who cannot deceive his enemies is not clever enough to lead a free people.*" The tradition of guile became a central tenet for both nations.

In 300 CY, a crisis erupted in Zeif when the Padishah Sultan, near bankruptcy after enduring raids from the displaced

Ulakandar, failed to pay the Khan of the Brazen Horde the agreed annual tribute. In response, the Brazen Horde launched a devastating invasion into Zeif, conquering Ket in 301 CY. Tusmit avoided their wrath through skillful bribery, but the fall of Ket reduced Zeif's eastern borders permanently. Diplomatic efforts to reclaim Ket proved futile, and costly military campaigns failed, leading Zeif to abandon its attempts to recover the territory.

The Bey of Lopolla declared the Brazen Horde his allies and retained nominal office, but the Horde's allegiance lay solely with their Khan. By late 301 CY, the Brazen Horde moved beyond Ket, threatening both Veluna and the northern reaches of the Duchy of Dorlin in Keoland. The Horde's incursion ended abruptly in 303 CY when Khan Aribok was killed while besieging the Velunese town of Hadrian on the Fals River. Aribok's death fractured the Brazen Horde into countless warbands, some of which continued to pillage across the western Flanaess for another generation, affecting regions as far as Keoland and the Shield Lands. Other factions of the Horde returned to the Dry Steppes, raiding through Zeif again, while a few warbands chose to settle, merging with the local Baklunish population in Ket and contributing to a unique, mixed cultural heritage.

This era of upheaval left a lasting impact on Zeif, reshaping its borders and leaving a legacy of fierce nomadic influence that would resonate across the western Flanaess for generations.

RYUUJIN EMPIRE EXPANDS

The daimyo of the Ryuujin Empire, influenced for generations by the Lords of the Nine Hells, were deeply entrenched in schemes and conflicts. By 351 CY, Sogon Otomi sought to direct their warlike tendencies outward, initiating the first of two invasions of Minyeo with ambitions of subjugating the region and, ultimately, challenging the Celestial Empire itself.

The Ryuujin initially saw overwhelming success on land, rapidly occupying Minyeo's capital *Sulan* and other key cities, including *Saejeong* and *Gumchin*, within a few months. With seasoned forces honed through endless conflicts on their home islands, the Ryuujin forces held dominance in most land battles. However, the Minyeon navy effectively disrupted these advances, raiding Ryuujin supply lines along the northern Minyeon coast, which stalled Ryuujin reinforcements and limited their further gains.

Seeing the Ryuujin invasions as both a challenge to imperial authority and a potential threat to Celestial territory, Emperor Jiao mobilized reinforcements, directing them to engage the Ryuujin forces from the north. In the ensuing battles, Celestial-led armies pushed south to aid Minyeon

forces in reclaiming *Sulan* and its surrounding regions. The coordinated efforts of the Celestial army on land and Minyeon navy at sea eventually forced the Ryuujin to retreat from the central territories, though they maintained control over western regions. By 357 CY, both sides, exhausted and struggling with supply issues, settled into a tense five-year stalemate punctuated by unsuccessful peace negotiations.

In 363 CY, Otomi launched a second offensive into Minyeo, mirroring the tactics of the first invasion. Again, the Ryuujin saw early victories on land, but the joint resistance of Minyeon naval forces and Celestial reinforcements quickly bogged down the advance. Ryuujin forces were forced into fortified positions along the central coast, where they endured a grueling ten-month stalemate with Celestial and Minyeon forces. Despite a determined effort, neither side could break through the entrenched defenses or secure a decisive victory.

The conflict reached an abrupt shift in Patchwall 364 CY with Otomi's death. Hampered by disrupted supply lines and slow progress on land, Ryuujin forces were ordered to withdraw, consolidating their hold over the territories west of *Sulan*. The Governor of Free Minyeo moved his seat to Seong, though his control shrank to encompass only the Minyeo headlands.



This state of detente has endured, with both sides maintaining their positions into 576 CY. The Ryuujin retain their hold west of Sulan, while Free Minyeo remains in a weakened, defensive stance, marking a tense balance of power between the Ryuujin Empire, Minyeo, and the Celestial Empire.

IMPERIAL KEOLAND

In 286 CY, *Gillium the Mad of House Neheli* sat upon Keoland's Lion Throne, steering the kingdom toward stagnation despite its cultural and technological achievements. His reign neglected expansion and alliance-building, leaving Keoland vulnerable to rising threats. When Gillium was finally deposed by a Court seeking to preserve the kingdom, the throne passed to *Duke Tavish of Gradsul*, a young and visionary leader who would come to be known as *Tavish the Great*.

Even before his ascent, Tavish had strengthened his duchy, rebuilding ports and securing alliances, particularly with *Olinstaad Corond*, a dwur prince of the southern Lortmils. Their vision of an empire uniting humans and demi-humans would shape the next several decades. In 292 CY, Tavish signed treaties with the Ulek states, bringing the gnomes and halflings of Ulek into the kingdom. With Corond's help, he also secured the loyalty of the high olves in the newly formed *Duchy of Ulek*, providing them with military aid to protect the Lortmil passes and UnderOerth entrances from marauding humanoids.

Tavish's next significant achievement was the establishment of the *March of Geoff* in 316 CY. After years of tension between Keoland and the Flan tribal nation of *Gyreff*, the two reached an agreement, incorporating Geoff into Keoland and completing Keoish control over the upper Javan river valley. Between 289 CY and 301 CY, Tavish pursued a series of military campaigns aimed at expanding Keoland's influence. He employed a strategy of building strategic cities—*Thornward*, *Stoneheim*, and *Monmurg*—to control trade and attract noble support. The conquest of the Pomarj came first, with Prince Corond's dwarves joining Keoish heavy infantry to subdue the decadent Suel lords. Bissel followed, where the Brazen Horde incursion through the Fals Gap threatened Keoish trade routes. Tavish's forces repelled the Horde within a year, annexing Bissel and appointing the *Knights of the Watch* as defenders of the region.

In 303 CY, the *Lords of Toli* declared war, fearing Keoish naval dominance out of Monmurg. Tavish executed one of his most famous military feats by marching his forces through the Hool Marsh, bypassing Toli's naval defenses and securing control over the Javan River by establishing Westkeep. With the river under Keoish command, Tavish launched a surprise attack that crushed the Toli pirates, capturing Port Toli and ending a centuries-old rivalry. Tavish made Monmurg a duchy, envisioning it as a base for further expeditions into the Amedio Jungle.

Following Tavish the Great's death in 346 CY, his son *Tavish II*, known as *The Blackguard*, ascended the throne, initiating a more aggressive, expansionist policy. His *Wealsun Proclamation of 348 CY* asserted Keoland's manifest destiny over the entire Sheldomar and Javan Valleys and beyond. His early campaigns were successful, with Keoish forces annexing the Pomarj and advancing into western Veluna and Ket, pushing Kettite forces back to the Tusman Hills. Tavish II commissioned the construction of a trade road from Thornward to Molvar and Lopolla to further secure his eastern holdings.

However, his aggressive stance soon provoked unrest. The common folk of the area now known as the Yeomanry rose up against their largely Suloise noble overlords, took control of that part of the country and closed its borders in protest, and Celene expelled Keoish ambassadors. Resistance in Ket intensified into a brutal, 37-year guerrilla conflict as Knights of the Watch clashed with Kettite forces in a protracted and ultimately futile campaign.

As the war in Ket drained Keoland's resources, Tavish II's ambitions turned to bitterness. His reign ended with him as a resentful and embittered figure, overshadowed by the legacy of his father, Tavish the Great. The failed Kettite campaign marked the decline of Keoland's aggressive expansion and foreshadowed a more cautious and restrained approach in the years that followed.

END OF KEOISH IMPERIALISM

With the death of Tavish the Blackguard, Keoland's political landscape was plunged into chaos. His infant son was denied the throne by the Court of the Land, and *Nemonias of Neheli* was chosen instead. In an unprecedented move, Nemonias declined the throne, choosing to join the mysterious *Silent Ones* instead. The Court struggled to find stability until *Luschan Sellark*, the son of a respected general, stepped forward as Regent, promising an end to the kingdom's wars and a policy of non-aggression.

True to his word, Luschan withdrew Keoish forces from Ket, restructured the leadership of Bissel to focus on trade rather than conflict, and made peace with the folk of the Yeomanry. However, tensions simmered in his personal life, as he raised *Luschan Rhola* (son of Tavish the Blackguard) alongside his own son, *Malv Sellark*. By the time both came of age, factions in Keoland were split between those who favored Luschan as the true heir and those who supported Malv, despite concerns over Malv's rumoured instability.

In 361 CY, Luschan's reign ended prematurely, and his son, Malv, ascended the throne and took the regnal name *Tavish III*, known as the *Boy King*. Almost immediately, Tavish III showed his true colors, appointing the tyrannical *Berlikyn of Hookhill* as Commandant of the Northern Marches (including Gran March, Bissel, and Devarnish), with orders to extract wealth mercilessly. Berlikyn used the Knights of the Watch as enforcers, damaging their reputation and inflaming unrest among Keoland's subjects.

To fund his ambitious plans for a renewed conquest of Veluna, Tavish III imposed heavy taxes, alienating the olves, noniz, and hobniz of the Uleks. By 433 CY, his foster brother, *Luschan V*, Duke of Gradsul and now known as the *Sea Prince*, took up the mantle of opposition. Disguising his efforts as piracy, Luschan V prepared for open rebellion, while Tavish III turned his attention to Veluna, launching what became the disastrous *Short War*. In 436 CY, Keoish forces initially succeeded in Veluna, but were quickly repelled by Furyondy and Velunese armies. By 438 CY, Keoland lost both Veluna and Bissel. Tavish III, humiliated, was forced to recognize Bissel's independence and relinquish control over Gran March, allowing its nobles to elect their own Commandant.

Meanwhile, the Sea Prince Luschan V capitalized on Tavish's failures, capturing Port Toli and Monmurg and closing the Jeklea Bay to Keoland's merchants. He harassed Keoland's shipping and openly challenged Tavish III's rule. In the midst of the chaos, Tavish redirected half his army to Geoff upon learning that a royal envoy had been murdered there. This provoked Geoff's Margrave to side with Luschan V, plunging Keoland into civil war.

The war's climax unfolded in the Hool Marsh as Tavish III led a desperate march to confront Luschan at Westkeep. Disease decimated Tavish's forces, and in a final, impulsive charge against the fort's walls, Tavish III was killed, trampled in the mud before the gaze of his foster brother. With Tavish's death, Keoland was in disarray, teetering on the brink of collapse.

Rejecting any possibility of reconciliation with Luschan the Sea Prince, the Court of the Land elected *Tavish IV*, the younger son of Tavish III, later known as *Tavish the Weary*. His sole mandate was to restore peace. Through delicate diplomacy, Tavish IV granted independence to the Ulek states in 453 CY, followed by the Yeomanry in 456 CY. In an attempt to stalemate the Sea Prince's forces, Tavish began constructing a line of forts along the Hool Marsh.

In 464 CY, Tavish IV and the Sea Prince's fleets clashed at the *Battle of Jetsom Island*. Despite Luschan's legendary naval prowess, his flagship was sunk by nightfall, effectively ending the Keoish Civil War. While the battle restored a fragile peace, Keoland's grip over its southern territories was never fully regained. Tavish the Weary ruled another twenty-four years, overseeing a diminished kingdom and signing off on the Court's decrees. He lived out his days as a sorrowful figure, mourning both the fragmentation of Keoland's empire and the deep divisions that had ravaged his family and legacy.

TURMOIL BETWEEN CROWNS

During the waning years of the House of Rax's rule, the Great Kingdom suffered under a succession of inept Overkings. Beginning with *Galren*, a ruler of diminished intellect, and his son *Sonnend*, a drunkard who delegated

all responsibilities to his advisors, the line of Rax produced rulers who were largely feeble and incompetent. This decline encouraged regional nobles to assert increasing autonomy, passing local laws, enacting taxes independent of the Overking, and building private fortifications for their own forces.

As the kingdom fragmented, mercenary armies grew in prevalence, and rival princes seized portions of one another's territories. House Naelax was the first to employ humanoid mercenaries around the Adri Forest in the late fourth century, initiating a trend that would soon give the house a distinct advantage. At this time, while priesthoods promoting law and order dominated, Naelax aligned itself with the aggressive and evil priesthood of Hextor, gaining influence as strife grew throughout the kingdom.

The last of the Rax Overkings, *Nalif*, oversaw a period known as the *Turmoil Between Crowns*, a decade-long series of internal conflicts and schisms. In 446 CY, *Prince Ivid of Naelax* seized his opportunity, orchestrating Nalif's assassination and claiming the throne. His declaration of Overking plunged the kingdom into a civil war that pitted the royal houses against one another in a violent power struggle. While the majority of House Naelax supported Ivid, some members resisted, along with House Cranden, remnants of Rax, and factions of House Garasteth. The war was marked by opportunistic assassinations, with many princes using the conflict to settle personal vendettas. Ivid encouraged these internal divisions, occasionally orchestrating the murders of his own rivals and allowing blame to fall within their own families, fracturing opposition to his rule.

In CY 449, the influential House Darmen, known for its wealth and political pragmatism, threw its support behind Ivid, signaling a decisive shift. Darmen forces executed a rapid assault on Rel Deven and other key locations, securing provisions and wintering grounds for their allies. With central territories secured, Ivid's forces prevailed, and in 450 CY, all major houses formally acknowledged Ivid as Overking in a grand ceremony known as the *Parade of Crowns*. This marked the beginning of Naelax's dominance over the Great Kingdom.

While Ivid emerged victorious, his rule came at a steep cost. To secure his position, he conceded significant autonomy to See of Medegia and the powerful Aerdiaak and Ahliyan princes. Although Aerdiaak remained under Naelax control, Medegia began to function almost independently, refusing to support many of the more aggressive policies of later Overkings. This independence of the sub-states delayed the kingdom's cohesion and stability, foreshadowing future fractures within Aerdy.

The Naelax dynasty introduced a new and dangerous ethos to the Great Kingdom. The five Overkings that followed Ivid—and many nobles within the house—became known for their paranoia, ruthlessness, and “*fiend-seeing*” tendencies. This label referred to their frequent dealings with fiends

from the lower planes, a practice that was, at the time, both feared and condemned. Naelax rulers saw fiends as tools to consolidate power, commanding fiendish entities as advisors and, eventually, as parts of their military forces. Their madness, however, was not a loss of intellect but a paranoid, almost genius-level cunning, often enhanced by infernal aid.

This fiendish association became a hallmark of Naelax rule and cemented the dynasty's reputation for cruelty and control, reshaping the Great Kingdom into a place where darkness, deception, and demonic influence prevailed. Although other houses in Aerdy would later adopt similar practices, the House of Naelax pioneered these dealings, setting a standard for corruption and terror that would define their reign and leave an indelible mark on the kingdom.

THE IRON LEAGUE FORMS

The brutal murder of Irongate's lord mayor by *Herzog Damalinor of Naelax* in 446 CY sparked widespread rebellion in Ahlissa. The news of the mayor's torture and the display of his remains in the Traitor's Garden in Rauxes shocked the people of Irongate into action. Led by furious civic leaders, Irongate expelled Aerdy garrisons, rallying other regions with long-standing grievances against the Great Kingdom to follow suit. By the end of 447 CY, all of Ahlissa was in open revolt, with only handful of baronies still loyal to imperial control.

Determined to quell the rebellion, Damalinor assembled a force of hundreds of vassals, mercenaries, and errant knights, offering them the promise of land and plunder in the conquered territories. This led to the infamous *Battle of a Thousand Banners*, as a massive force besieged Irongate, the strategic cornerstone of the rebellion. However, the city's formidable defenses, bolstered by its unique design and the unity of human, olven, and dwur defenders, proved impenetrable. The Aerdy forces suffered a crushing defeat, with survivors hunted down in the surrounding hills.

The defense of Irongate inspired other southern states to formally break ties with Aerdy. In a historic conference held in the fortress-city, *Irongate, Onnwal, Idee, Sunndi*, and the *Lordship of the Isles* declared their independence. *The Iron League* was formed as a formal alliance between Irongate, Onnwal, and Idee, with support from Nyrond, the dwarven and gnomish lords of the Glorioles, Hestmark Highlands, and the Kingdom of the Iron Hills.

Observing the instability in Aerdy, *King Dunstan I of Nyrond* recognized that with Ivid entrenched in power, the eastern Flanaess needed a strong alliance to resist Aerdy's imperial ambitions. In 450 CY, after two bloody civil wars had weakened the Great Kingdom, Dunstan convened the *Great Council of Rel Mord*, gathering delegates from Nyrond's territories, Almor, the Iron League, the Duchy of Urnst, and Free City of Greyhawk. This council became a turning point, as Dunstan withdrew Nyrondal forces from the Pale and the County of Urnst, secured the borders, and publicly declared

his support for the Iron League. He famously condemned Aerdy as a "corpulent reanimated corpse, spreading contagion and sorrow to all it touches."

This marked the beginning of Nyrond's period of supremacy. A massive castle-building initiative strengthened its central plains, and Nyrond's cities flourished with booming trade and craftsmanship. Known for its skilled mages and artisans, Nyrond became a beacon of strength and virtue in the face of growing darkness in the east. As evil and corruption spread through the Great Kingdom, Nyrond's prosperity and commitment to justice inspired the surrounding nations, solidifying its role as a bulwark against Aerdy's influence in the eastern Flanaess.

THE WITCH QUEEN: IGGWILV

The figure known as *Iggwilv* began her life as *Natasha*, adopted and trained by the infamous hag-witch *Baba Yaga*. Under Baba Yaga's harsh tutelage, Natasha grew into a powerful and ruthless spellcaster, taking on the name *Natasha the Dark*. Over time, she distanced herself from her adoptive mother, eventually surfacing in Ket as *Hura* during the 3rd century CY. Her most notorious act in Ket was the plundering of the *Vault of Daoud*, where she obtained the powerful *Wondrous Lanthorn*. Exiled from Ket, she reappeared in Greyhawk, now under the alias *Tasha*, and was scandalously taken as an apprentice by the archmage *Zagig Yragerne*. During this period, Tasha joined Zagig's *Company of Seven*, created the now-infamous spell *Tasha's Hideous Laughter*, and assisted Zagig in imprisoning the demon lord *Fraz-Urbluu*.

Taking advantage of Zagig's trust, Tasha absconded with several of his magical tomes, most notably the *Tome of Zyx*, which she later transformed into the *Demonomicon*, a treatise on demonology. She then made her way to the Yatil Mountains, where she established a lair on a desolate peak, later known as *Iggwilv's Horn*. Here, she enslaved the ancient mage *Tsojcanth* and plundered his knowledge and power, binding him to her will.

By the 4th century CY, Iggwilv's reputation had grown. In 460 CY, she used her arcane prowess to summon and imprison the demon lord *Graz'zt*. Skilled in seduction and manipulation, she convinced Graz'zt to aid her in her ambitions, and together they had a son: *Iuz*. In 480 CY, with Graz'zt's support, Iggwilv amassed an army and launched a campaign from her base in the *Lost Caverns of Tsojcanth* the Yatils, ultimately conquering Perrenland by 481 CY. Her reign was marked by terror and ruthless control, maintained until 491 CY. That year, a catastrophic event unfolded as Graz'zt attempted to break free. Iggwilv, weakened after a battle with the rebellious Tsojcanth, was caught off-guard. Graz'zt attacked, and though she managed to banish him back to the Abyss, the struggle left her shattered. Her forces quickly collapsed, and Perrenland reclaimed its independence. Her whereabouts were unknown for decades thereafter, and many presumed her dead.



RISE OF IUZ

Iuz, born of Iggwilv and Graz'zt, began his rise to power around 479 CY. He first established himself in a small fief in the Howling Hills, granted to him upon the death of a human “father” who publicly claimed Iuz as his son. Though technically a vassal of Furyondy, Iuz’s territory operated independently, and he quickly transformed it into a militarized zone. Using his cunning and ruthlessness, Iuz forged alliances with local lords, manipulating his allies against each other to weaken his opposition. His forces grew as humans, euroz, jebli, and hochjebli flocked to his banner. Known as the *Lord of Pain*, Iuz unleashed his forces in brutal campaigns that brought terror to the neighboring lands.

By 480 CY, Iuz’s domain had expanded to include several nearby fiefs. His capital, *Dorakaa*, became infamous for its ghastly spectacles: a road paved with the skulls of his enemies led to the city gates, and towering watchtowers, staffed by chained slaves, belched smoke from furnaces where prisoners were burned alive. The brutality of Iuz’s reign sent waves of fear throughout the Flanaess. Despite pleas for assistance, King Avras III of Furyondy was unable to muster a united response against the growing threat.

Without Iggwilv’s support following her battle with Graz’zt, Iuz’s expansion slowed, but his thirst for power was undiminished. He embarked on a path to godhood, kidnapping powerful wizards and extra-planar beings in the *Soul Husks Caverns* in the Howling Hills and absorbing

their powers through horrific rituals. As he grew stronger, he forged an alliance with the demon queen Zuggtmoy, establishing the foundations of the *Temple of Elemental Evil*, a center of dark worship and control that would extend his influence further.

By 500 CY, Iuz had conquered much of the western Bandit Kingdoms, claiming the city of Molag as his “*summer capital*.” His conquests and atrocities terrified the people of the Flanaess, and refugees fled his domain in droves, bringing tales of horror to Furyondy and beyond. The stories spoke of unspeakable cruelty: a road of skulls leading to Dorakaa, watchtowers filled with acid and fire into which prisoners were thrown, and a growing cult of terror surrounding the cambion.

As Iuz’s power and influence grew, his reach became a pressing threat to the northern territories of Furyondy, Crystalreach, and Kalinstren. The tales of the atrocities committed in Iuz’s lands shook the nobility and the common folk alike. Alarmed by the strength of Iuz’s forces and the ruthlessness of his campaigns, Furyondy and its allies recognized that Iuz was a menace unlike any other, one whose dark ambitions threatened to plunge the entire Flanaess into darkness.

THE HATEFUL WARS

The Hateful Wars—as ambitious as it was brutal—was conceived as a war of extermination, aiming to eradicate the humanoid species inhabiting the Lortmil Mountains once and for all. Yet, despite the boldness of its vision, the campaign ultimately failed in its objective. Rather than

eliminating the humanoids, it drove them to regroup and re-establish themselves in the nearby Pomarj. The initial motivation and strategy, however, were deeply rooted in centuries-old conflicts, grievances, and prejudices for a humanoid-free Lortmil region.

While various kingdoms surrounding the Lortmils, including Ulek, Celene, and numerous dwur citadels, each laid claim to leadership in the campaign, no single force held absolute sway over its strategy or outcomes. This decentralization of command reflected both a fractured coalition and a certain sense of inter-species rivalry, where the humans, olves, dwur, and noniz each acknowledged the efforts of the others but quietly believed their contributions to be the most pivotal.

The dwarves of the Lortmil citadels had been planning this war since the first stones of their strongholds were laid. Over centuries, they meticulously mapped the intricate network of tunnels, mining passages, and subterranean citadels, confident that their unmatched knowledge of the underground terrain would enable them to trap and annihilate the goblinoid and orc enclaves. Yet, even with this preparation, the dwur lacked the sheer numbers necessary to eradicate the entrenched humanoid population. Realizing this, they broke a long-standing isolation, reaching out to the human and noniz communities of the lowlands, and eventually, even to the elves of Celene. Although relations between the dwarves and elves were frosty at best, the mutual threat of the humanoids compelled them to set aside their distrust, if only temporarily.

Buoyed by centuries of planning, the dwarves were confident of a swift and decisive victory. However, when battle began in 498 CY, they discovered that their carefully mapped passages often led straight into deadly ambushes. The humanoid defenders had seemingly prepared countermeasures, and the dwarven coalition soon found itself repeatedly outmaneuvered.

From the earliest clashes, it became clear that the humanoids were receiving some form of powerful magical assistance. Goblinoid shamans and witch-doctors had never before demonstrated the level of sophistication observed during this war. Humanoid warbands would appear as if out of nowhere, attacking in unexpected locations and then vanishing without a trace. Elven and human wizards attempted to scry the plans of the humanoid leaders, only to find their attempts blocked or even countered with misleading visions. The persistent magical interference was unlike anything seen before among the goblinoids.

The elves of Celene, perplexed by the magical defenses, speculated that the humanoids were receiving aid from one of Oerth's elder liches, with the mysterious *Lerrek of the Vesve* suggested as a possible ally. While they dismissed the notion that a goblinoid avatar might be aiding their enemies, confident that their own gods would have warned them of such a threat, they nonetheless recognized that the magical defenses were beyond the abilities of any mere mortal mage.

After years of frustration and high casualties, the olven spellcasters finally managed to break through the magical defenses protecting the goblinoid citadels. A brutal rout followed, as citadel after citadel fell, filled with the dead and dying. Seeing defeat as inevitable, the goblinoid shamans organized a last-ditch escape attempt, rallying their forces to break through the encircling armies and flee toward the Pomarj. The retreating humanoids faced immediate and overwhelming opposition. Many tribes that tried to escape westward into the Yatils were intercepted and destroyed. The bulk of the humanoid forces, however, fled southeast through the Lortmils, aiming to reach the relative safety of the Pomarj. Knowing they would need a diversion to draw off their pursuers, they sent a separate force to besiege the nearby city of Jurnre in 506 CY. This diversionary assault succeeded in pulling enough Ulek forces away from the foothills to enable the main humanoid army to slip through.

Once they arrived in the Pomarj, the humanoids quickly overran the region, re-purposing abandoned mines, fortresses, and settlements for their own use. The fall of the Pomarj to the humanoid tribes signaled the failure of the original extermination campaign, but it also foreshadowed a new era of conflict. Now entrenched in the Pomarj, the humanoids would become a persistent threat to the surrounding lands.

Rumours began to circulate that the humanoid leaders in the Pomarj were once again consolidating their forces, this time with the goal of building a united front against their old enemies. Disturbingly, new items of power, such as the *Goblin Shield of the Pomarj*, began appearing in the hands of goblinoid leaders. These artifacts, far beyond the capabilities of goblinoid shamans to create, indicated that the humanoids were once again receiving potent magical support.

While the source of this support remains a mystery, it has been enough to bolster the humanoids' ambitions. The latest war leader of the Pomarj tribes is rumoured to be forging alliances between the goblins, orcs, other humanoid species, and companies of human brigands threatening a resurgence of organized humanoid forces in the region. With powerful magic on their side, the tribes of the Pomarj now represent a renewed threat to the lands around the Lortmils, and it seems only a matter of time before conflict erupts once again. The final chapter of the Hateful Wars, it appears, is yet to be written.

THE GODTRAP

In 505 CY, the notorious Iuz was captured by the legendary wizard Zagig *Yragerne* and a coalition of powerful allies. Zagig, whose interests had shifted toward the divine, managed to ensnare Iuz and eight other demigods in his *Godtrap* beneath *Castle Greyhawk*. For 65 years, Iuz was held prisoner in this arcane prison, only to be released in 570 CY by the curious and ambitious *Lord Robilar*. During his captivity, Iuz's empire faced a chaotic upheaval as various pretenders and proxies tried to claim his legacy.



Without Iuz's direct leadership, a series of "false Iuzs"—illusionists, demons, and opportunistic fiends—emerged, each attempting to seize power over his fractured domains. Further south, factions previously loyal to Iuz shifted their allegiances to the worship of *Nerull*, *Anthraxus*, and even the *Lords of the Nine Hells*. This religious and political fragmentation allowed Furyondy, whose ruler *King Belvor II* was relieved at Iuz's absence, to momentarily rest easy. However, in Iuz's northern strongholds, his followers clung to faith, venerating him as the *Old One*. Through this enduring worship, Iuz's powers continued to grow even as he languished in captivity.

In Iuz's absence, another dark power began to emerge in his former territories—the *Horned Society*. Based in Molag, a city of sinister repute, the Horned Society established itself as a force driven by terror and domination. The precise origins of the organization remain obscured in mystery. Most scholars speculate that the Hierarchs of the Horned Society were opportunistic outlaws and warlords who took advantage of the power vacuum in the wake of Iuz's capture. However, some ancient druids and Flan storytellers whisper that the Horned Society may be descended from a much older cult, the *Horned Ones*—a dark sect that once preyed upon the Flan tribes, terrorizing them in the deep night. Whether the Horned Society is truly a continuation of this ancient cult or merely exploiting its fearful legacy is uncertain.

In 513 CY, a few years after Iuz's capture, the Horned Society began to solidify its presence. Seizing control of Molag, the Hierarchs extended their influence over Iuz's former holdings, consolidating power by rallying the disillusioned and the brutal under their dark banner. Hochjebli and other non-human groups, who had previously served Iuz, now found a new master in the Society's ruthlessly ambitious leaders. The city of Molag, once a stronghold of terror under Iuz, now became the capital of this new tyranny.

The Horned Society is governed by a shadowy council of nine Hierarchs, an elite circle of powerful fighters, clerics, rogues, and wizards. These leaders are united by a philosophy that champions rulership through fear and might, a creed emphasizing the supremacy of the Horned Society over all of Oerik and the subjugation of all "lesser" species to further their dominion. Unlike the chaotic brutality of Iuz, the Horned Society's rule is meticulously organized, with each Hierarch responsible for specific facets of governance, including military strategy, spiritual indoctrination, and intelligence operations. This disciplined structure allowed them to foster a reign of terror and control while strategically expanding their influence.

With the establishment of the Horned Society in Molag, a new era of fear began for the lands around the Bandit Kingdoms. The Horned Society's rule was distinguished from that of Iuz by its calculated cruelty and strict order, as well as by its focus on establishing a long-term, sustainable rule over its subjects. The society enforces harsh laws that keep the populace in check and demand unyielding loyalty from

its followers. Though they lack the unifying force of a single demigod like Iuz, the Hierarchs maintain control through a combination of religious fanaticism, martial discipline, and fearsome displays of power.

Under the Horned Society's dark reign, Molag and its surrounding regions became a land of constant fear. Public executions, brutal reprisals against rebellion, and the constant shadow of the Hierarchs' spies created an atmosphere of oppression that stifled dissent. By taking advantage of the absence of Iuz and building on the remnants of his kingdom, the Horned Society managed to establish itself as a significant, if nefarious, power in the Flanaess, one that would influence events in the region for decades to come.

As Iuz languished in his prison beneath Castle Greyhawk, his former realm transformed under the Horned Society's rule, evolving into a disciplined, fearsome entity that posed a new and unique threat to the stability of the northern Flanaess. The Society's emergence demonstrated that, even in Iuz's absence, the forces of darkness were far from vanquished and that the lands of the Flanaess would continue to suffer under the weight of tyranny and terror.

A NEW KEOISH DYNASTY

The line of Keoish monarchs between *Tavish the Weary* and *Kimbertos I* were marked by the tragic titles: *the Listless*, *the Dilettante*, and *the Afflicted*—reflecting a period of Keoland's history defined by plague, moral decay, and fragmentation. The once-mighty kingdom stumbled through the reigns of kings who struggled against forces beyond their control and, often, their own limitations.

King Trevyan I assumed the throne in 560 CY, during a time of widespread plague in the Duchy of Dorlin and Niole Dra itself. When the unlucky King finally succumbed to the plague himself 4 years later, the question of succession loomed large. House Neheli, ravaged by disease and in no position to provide a strong ruler, nevertheless could not bear to allow House Rhola to dominate the throne. The Keogh abstained, not trusting the leading candidates from either house and thus the secession seemed to be deadlocked.

After weeks of debate and negotiations, The Court of the Land finally identified an acceptable distant Rhola relative, an unassuming baron named *Kimbertos Skotti-Lizhal*, as a candidate. Kimbertos, largely unknown and without significant ambitions, seemed a perfect compromise. The Court of the Land agreed that an outsider from a minor branch of the Rhola line, with no history of deep entanglements or rivalries, could bring stability to Keoland. They presented Kimbertos as a unifying figure who could rebuild the kingdom without the shadow of internecine conflict.

In late 564 CY, the Court broke with nearly eight centuries of precedent by electing Kimbertos Skotti-Lizhal to the Lion

Throne. This decision marked a turning point for Keoland, as *Kimbertos I* became the first ruler in centuries without direct ties to either Neheli or Rhola ambitions. Kimbertos's reign has ushered in a period of much-needed reform and revitalization, laying the groundwork for a stronger, more resilient Keoland after decades of plague, division, and neglect.

IVID THE FIEND-SEEING

Ivid V was born in 532 or 533 CY, the second son of *Ivid IV*, and from an early age, his life was marked by violence and ambition. As punishment, his father forced him into the priesthood of Hextor, but this only fueled his ruthless drive for power. Over time, *Ivid V* orchestrated the murders of 122 siblings to secure his position as heir, culminating in a bitter, murderous rivalry with his elder brother. Eventually, he prevailed, but not without suffering; around this time, *Ivid* contracted a mysterious, wasting disease that would slowly drain his physical strength. In 556 CY, *Ivid* finally seized the *Malachite Throne* after bribing one of his father's concubines to pour acid into the Overking's ear, bringing his father's brutal reign to a gruesome end.

Despite lacking military brilliance, *Ivid V* was a master of intrigue and intimidation. He understood the power of fear and used it extensively to quash opposition. His reign was notorious for public spectacles of torture and execution, most notably symbolized by the *Screaming Column* in Rauxes, an infamous monument to the terror he inspired. *Ivid's Companion Guard* included fiends, and his elite soldiers, the *Fiend-Knights of Doom*, were known for their gold visors, mocking the paladins and priests of good-aligned deities. Their grotesque uniforms and brazen presence served as a clear message: *Ivid* held dominion, and none dared challenge his ruthless authority.

By 565 CY, *Ivid's* oppressive policies extended into the religious realm, leading to mounting tensions with the priesthoods of the Great Kingdom. *Ivid* significantly raised taxes on temples, affecting not only their operations but also their congregations. When clergy attempted to bypass these taxes by holding private services, *Ivid* responded with a "worship tax," targeting even small gatherings. Non-evil priesthoods, already under pressure, found themselves increasingly harassed, with clerics and worshipers facing imprisonment, assassination, and intimidation.

The resistance came to a head when *Parnas Carcos*, the Patriarch of Pholtus in Rauxes, publicly condemned *Ivid* as insane and accused him of openly aligning with fiends. *Carcos* called upon followers of non-evil deities across the Great Kingdom to unite against the Overking. However, *Ivid* responded swiftly and brutally. The patriarch was arrested for treason, and temples of Pholtus across the kingdom were systematically looted, their followers persecuted. *Ahlissa* and *Medegia* resisted *Ivid's* decrees, with many local rulers covertly defying his anti-Pholtus campaign, but *Ivid's* crackdown continued relentlessly in other provinces.

Ivid V's rule over the Great Kingdom was characterized by paranoia, cruelty, and a relentless quest for control. His heavy-handed approach extended beyond religious persecution, affecting every aspect of life within his domains. His fiendish Companions and the fearsome Fiend-Knights of Doom patrolled the streets of Rauxes and other cities, ensuring that dissent was crushed and that the populace remained subjugated. As his reign progressed, *Ivid* became increasingly isolated from his subjects, relying on fear and fiendish alliances to maintain his grip on power.

In the eyes of many, *Ivid V* embodied a new low for the Great Kingdom, his reign serving as a stark example of the corruption and decay that had taken root within the empire. His actions planted the seeds of future dissent and unrest, as his relentless pursuit of power only fueled opposition among the nobility and clergy. As he weakened physically from his mysterious ailment, *Ivid's* paranoia deepened, and his reliance on fiendish allies and cruel policies became even more pronounced, setting the stage for future turmoil within the Great Kingdom.

FALL OF THE BONE MARCH

For centuries the House *Vir* Marquises of Spinecastle held steadfast rule over the Bone March under the Aerdy Overkings. Known for their resilience and dedication, the marquises of Spinecastle were widely respected, both for their loyalty and their effective governance. Their rule had endured despite internal conflicts like the Turmoil Between Crowns and relentless raids from the North Kingdoms barbarians. When humanoid raiders from the Rakers began assaulting the Bone March more frequently in the late 550s CY, few took it as a serious threat. However, the escalation of these attacks would soon reveal a devastating plot.

In 561 CY, the increasing humanoid raids escalated into a full-scale invasion. *Clement*, the last marquis of Bone March, was a noble and fair ruler, respected for his virtues that echoed those of the old Aerdi lords. He maintained strong ties with the *Archbaron of Ratik*, with rumours of a formal alliance, even a potential union, circulating. But whispers of betrayal emerged, alleging that Herzog *Grenell* of Aerdiaak—driven by ambitions to annex Bone March and extend his reach to the Rakers—might have sabotaged *Clement's* defenses. *Grenell*, of House *Naelax*, had longstanding animosity towards *House Vir*, and this enmity may have fueled his motives.

The invasion struck at the heart of Bone March in 563 CY. The euroz infiltrated Spinecastle through secret passages, leaving its defenders with little time to mount a meaningful defense. Within three years, humanoid forces had overrun Bone March, subjugating nearly all of its human settlements. They established a new order, spreading from Johnsport to the edge of the Flinny Hills. Though they attempted a raid into Ratik, an alliance between *Lexnol of Ratik* and the *North Kingdom of Fruzzii* thwarted their efforts, protecting Ratik's northern borders.

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of Ratik and the Fruzii barbarians thwarted their efforts, protecting Ratik's northern borders.

By 566 CY, the Bone March was firmly under humanoid control. Human settlements were largely vanquished and those who could flee did so, streaming into neighbouring Ratik, Nyrond, and Aerdiaak. The city of Knurl was spared however as relief forces from Nyrond and Almor relieved a 14 month siege in late 565 CY. Knurl has seen a sharp rise in population as refugees settled there, marking a new chapter of survival and resistance within the once-proud territories of the Bone March.

THE TEMPLE OF ELEMENTAL EVIL

In the late 550s CY, the village of *Nulb*, on the edge of the Gnarley Forest, became a haven for bandits and malign forces, leading to the founding of the infamous *Temple of Elemental Evil*. For years, nearby villages, such as *Hommlet*, along with local caravans and noniz clans, became easy targets for bandits emboldened by the Temple's dark influence. By 568 CY, the Temple's threat had escalated, with the construction of a moathouse near Hommlet to support raids and rumours spreading of a demoness secretly directing the Temple's growing forces.

News of the Temple's evil reach spread to the Viscountcy of Verbobonc and then to Prince Thrommel IV, the paladin Marshal of Furyondy and Veluna. Seeing this as a divine quest, Thrommel summoned his most devout knights, clerics, and his elite guards to confront this blasphemous Temple. By 569 CY, Thrommel's forces joined with those from Veluna, Verbobonc and bolstered by several well known bands of adventurers. Along the march, they met additional support from elves and rangers of the Gnarley



Forest, dwarves of the Lortmils, and gnomes of the Kron Hills. This united front prepared to rid the region of this looming evil.

THE BATTLE OF EMRIDY MEADOWS

The first confrontation came as the allied army approached the Temple, encountering the bulk of the Temple's forces at *Emridy Meadows* southeast of Verbobonc. Scouts reported that, in addition to mounted bandits, a larger humanoid army of orcs, gnolls, and a handful of towering ogres was advancing. In response, Thrommel enacted a contingency plan, withdrawing north toward the Velverdyva River, hoping to draw the enemy into a favorable position.

The *Horde of Elemental Evil*, eager for their first significant victory, pursued the allied forces, allowing themselves to be lured into a carefully set trap. At dawn, they awoke to the sight of the allies' lines ready for battle by the river, the 500 pikemen on the right protected by the riverbank, flanked by Thrommel's cavalry at the center and dwarves, gnomes, and elven archers on the left. The Horde's left flank consisted of 500 bandit cavalry, untested in large-scale warfare, while their right flank was a formidable mix of 2500 orc infantry, 500 gnolls, some 20 odd ogres and at least one reported hill giant.

At the command of the cultist leaders, the bandit cavalry attacked the allied center and right, while the humanoid infantry charged the allied left. The humanoids, enraged by the sight of their old demi-human enemies, pushed against the allied left flank with the intention of surrounding Thrommel's forces. As planned, Thrommel's pikemen and cavalry allowed the enemy to penetrate their lines, luring them into a position where they were surrounded on three sides by the allied forces and trapped against the river.

With the Temple forces tightly packed near the riverbank, Thrommel's knights turned on the horde, attacking from the rear, while 150 reserve elven warriors sprang from the Gnarley Forest to seal off any possible escape route. The Horde of Elemental Evil found themselves surrounded, with their leaders in disarray. As panic spread, most fought to the death, though a few survivors managed to break through, only to be hunted down or drowned while fleeing. A small contingent of survivors was purposefully allowed to escape back to the Temple to serve as a warning of the retribution to come.

Without delay, Thrommel gathered his weary troops and prepared for the final assault on the Temple itself. This siege would be one of the most crucial and challenging phases of the campaign, as the allied forces braced themselves to face whatever dark sorceries and defenses the Temple and its demoness leader had prepared. The victory at Emridy Meadows was a significant but incomplete step, for the true heart of the Temple's evil still pulsed in the depths of the Gnarley Forest, awaiting the final judgment from Thrommel's holy crusade.

FALL OF THE TEMPLE

The victory at Emridy Meadows quickly spread to the nearby village of Hommlet, with villagers and farmers spotting the panicked flight of cultists dressed in ochre robes fleeing through the countryside. This sight emboldened the local populace, who finally saw an end to the terror that had plagued the region. As the allied host marched without resistance toward the Temple of Elemental Evil, anticipation grew; their forces were refreshed and fully supplied when they arrived to lay siege.

The Temple's defenders were sparse and disorganized, with most of their forces already broken at Emridy Meadows. Despite its heavy fortifications, the Temple fortress fell within a fortnight, as the allied army breached its outer walls and razed the upper structures—stopping just short of the central Temple itself. Only a few of the Temple's leaders escaped, rumoured to have later orchestrated the mysterious disappearance of Prince Thrommel IV in 573 CY.

The Temple's inner sanctum contained its true menace: Zuggtmoy, a powerful demoness whose presence complicated any further incursion into the dungeon's depths. Knowing a direct raid on her lair would be costly, Thrommel summoned his most skilled mages and clerics to craft powerful seals. Together, they bound Zuggtmoy within the dungeons beneath the Temple, locking her away behind four great bronze doors. Each portal was heavily chained, and their seams filled with molten metal, inscribed with protective runes bearing holy and arcane abjurations. The final spells sealed Zuggtmoy's prison, containing the Temple's evil—for now. Even so, vigilant agents of Furyondy, Verbobonc and other factions were stationed nearby to monitor the site against its inevitable resurgence.

Meanwhile, the moathouse, an outpost used by Temple forces to raid Hommlet and other nearby settlements, was the last of the Temple's holdings to fall. While Thrommel personally oversaw the binding of Zuggtmoy, he dispatched a splinter force—accompanied by siege machinery and, remarkably, a mob of villagers from Hommlet eager for revenge—to raze the moathouse. Their combined efforts swiftly reduced the small outpost, marking the final victory of Thrommel's campaign.

The Battle of Emridy Meadows produced many heroes whose deeds were celebrated long after the war. Viscount Wilfrick VIII of Verbobonc, who played a key role in the campaign, perished in the final assault on the Temple but his heir, Viscountess Wilfrick IX, showed her gratitude to Hommlet by constructing a temple dedicated to Cuthbert and laying the foundation of a fortified castle to be garrisoned and commanded by *Rufus*, a loyal captain of Verbobonc forces who fought valiantly at Emridy Meadows, and his partner *Burne the Blue*, a Wizard of some repute.

The fallen Viscount Wilfrick received a grand funeral in Verbobonc, a gathering that brought together many of

his former comrades, including *Otto* and *Jallarzi* of *Citadel of Eight*—a group who, ironically, had declined to join the campaign. Despite their absence from this historic battle, the Circle representatives paid their respects, aware of Wilfrick's heroic legacy and the critical victory that had changed the region's fate for generations to come.

IUZ'S RETURN

In the decades following Iuz's imprisonment, his cultists had gradually consolidated control over Dorakaa, eliminating rival factions and negotiating a fragile truce with the Horned Society to the south. This peace held until 570 CY, when the adventurer Robilar, alongside his euroz companion *Quij*, ventured into the Godtrap beneath Castle Greyhawk on *Mordenkainen*'s advice. Armed with powerful spells from Mordenkainen, they aimed not only to release Iuz but to kill him. Soon after, *Tenser* and *Bigby* (still in human form at this time) arrived to assist, setting off a fierce battle against the weakened demigod. In the ensuing melee, Bigby nearly overpowered Iuz with his renowned Hand spells, but Iuz managed a retaliatory strike, rendering Bigby catatonic for days.

Iuz escaped the ambush and returned to Dorakaa in full fury, swiftly reestablishing his rule. He purged his followers ruthlessly, eliminating impostors, traitors, and dissidents with horrifying creativity, decorating his “*road of skulls*” with the remains of those who opposed him. Reclaiming his throne as both demigod and tyrant, Iuz instilled terror across Oerth once more.

With Iuz reestablished in Dorakaa, his plans for expansion soon took shape, though they were hidden behind a facade of consolidation. His immediate focus became strengthening his dominion and cultivating fear and loyalty among his followers. New fortifications rose along the northern borders, where human mercenaries and evil humanoids trained relentlessly under the command of fiendish captains and warlocks who swore fealty to their dark master. Towns and outposts from the Howling Hills to the edge of the Fellreev Forest came under his sway, now governed by cultist warlords handpicked by Iuz himself.

Despite the growing unrest, Furyondy and its allies hesitated to challenge Iuz's forces directly. Rumours circulated that Iuz had acquired powerful magical relics during his imprisonment, artifacts of an unholy nature that would grant him the edge he needed to stave off any organized resistance. Even the Horned Society, who had initially sought a cooperative arrangement, began to express caution, unsure of how far Iuz's ambitions would stretch.

Throughout the Flanaess, the whispers grow louder. Iuz's empire, no longer content with mere survival, is positioning itself for greater conquests, and the powers of Good know that if they don't take action soon, they might find themselves beset by Iuz's forces in a war that will reshape the Flanaess.

THE TOUV DISCOVERY OF THE FLANAESS

The human *Zin* people who first settled Zahind and the Sunelan Coast later arrived on the sub-continent of Hepmonaland almost 3000 years ago and eventually became known as the *Touv* people. These folk would become the masters of the southern half of the sub-continent, ever warring with the indigenous gnolls but finding common ground with the local *bwan dwur*. Over the centuries, they collected into larger groups and formed permanent settlements as Touv culture began to develop. Though there were a few fights over land and cattle, the majority of the Touv worked amiably with each other.

Around 800 years ago, under the leadership of a woman named Onatal, these disparate tribes were gathered together and forged into a great nation that covered nearly the entirety of southern Hepmonaland. The nation of Great Kundali was born. From here the Kundali came to embrace the concept of female rulership in society, which continued even after Onatal's death. Over time, several regions eventually fell away from direct control of Great Kundali and yet peace still dominated the lands. Though nearly unknown outside their homelands, in their cultural isolation, the Touv of Great Kundali came to embrace the melding of magic and strange, unique technologies of their own creation. It is said that sentient-automatons walk the streets of Great Kundali and that the Touv are even known to explore beneath the waves using magical submarine vessels.

In 571CY, the renowned Touv explorer and adventurer, *Zakn Boku*, took to the skies in the latest experimental invention of the *Azandes School of Technomancy* in Great Kundali—the *airship*. Difficult to control in even moderate winds, Boku managed to successfully navigate two of his three airships north of Hepmonaland where they made landfall in the Lordship of Isles. His other craft, *The Lion's Pride* went down in a storm somewhere in the Pelagio Swamp.

Zakn Boku and his airship voyage created a sensation upon his unexpected arrival outside Duxchan. Though initially regarded with fear—strange flying machines were unheard of until now—the Touv's gestures of goodwill and the lavish gifts he bore soon melted the island lords' wariness into

A NEW GLOBAL VILLAGE

The development of these new trade routes between east and west and north and south mark a new chapter for the Flanaess and its surrounding territories. The routes have bridged previously insurmountable distances, bringing exotic ideas, magic, and wealth to once-isolated regions. Yet, they also herald new tensions, as old powers feel their influence challenged and once-isolated groups wrestle with the profound changes encroaching on their lands.

Trade, travel, and the potential for conflict have irrevocably altered the balance of power across Oerik, with the promise of further exploration and expansion lingering on the horizon.

hospitality. Boku's introduction of luxury items from Great Zundali captivated local leaders and merchants, setting the stage for future exchanges and alliances. Rumours of spices, exotic silks, and strange mystical artifacts of Hepmonaland soon spread to other realms, sparking interest across the Flanaess.

Despite the notable loss of *The Lion's Pride* in the Pelagio Swamp, Boku's daring expeditions continued. His next four voyages proved profitable and brought back unique cultural influences to the Flanaess that have been subtly shaping fashion, cuisine, and curiosity for the unknown. New diplomatic relations between Great Kundali, the Lordship of the Isles and the Iron League have been established and trade treaties are being negotiated, formalizing exchanges between Hepmonaland and the Flanaess, and establishing Zakan Boku as a legendary figure in exploration.

THE OPENING OF THE MITHRIL ROAD

For much of Oerik history the Suhfeng lands of the west were isolated from the nations of the Flanaess in the east. In 516 CY however, the discovery of the existence of mithril ore in the Celestial Empire by Oerdian migrants from the Theocracy of the Pale changed that (*see Prestoria in the Greyhawk Expanded Player's Guide*). Until that point, mithril was only known from the magical artifacts made from it. No veins of mithril exist in the east and knowledge of mithril working was also unknown in the Flanaess.

The *Mithril Road* opened the way for trade between the Baklunish lands and the enigmatic Suhfeng Empire far to the east, crossing the Dry Steppes and the Tyrzi Mountains. For centuries, the inhospitable steppes had isolated these regions, with only the most hardened nomads and wandering mystics traversing its desolate expanse. Now, this vast desert was crossed by caravans as impressive as they were hardy.

In 534 CY, *House Ashmol*, part of the *Mouqollod Consortium* out of Zeif, led the an expedition, guiding a massive caravan of over 400 camels and wagons, skirting the dangers of Old Ghayar to reach the western city of Sa'han in the Taklan Pass between the Mandarian and Tyrzi ranges. Trade agreements were swiftly established, and the Mouqollod's merchants wasted no time filling their wagons with valuable goods from the Suhfeng lands, including rare mithril ore, intricate silks, and enchanted objects.

The emergence of the Mithril Road through the Dry Steppes did not go unnoticed by the Ulakandar tribes. These nomadic clans, skilled in survival and warfare, saw both a threat and an opportunity in the caravans crossing their lands. Many of these tribes turned to banditry, harassing or looting smaller caravans and unprotected pilgrims. Yet, some tribal leaders saw opportunity in forging alliances or even trading with the newcomers, despite centuries of isolation and suspicion toward outsiders.

In recent years, the tribes have been more vocal and active, demanding respect for their traditional territories

THE MOUQOLLOD

The Mouqollod Consortium is a major merchant guild in the Baklunish lands of the western Flanaess, particularly active in regions like Ket and Ekbir. It unites numerous trading companies and merchant guilds, creating a powerful network aimed at promoting trade, ensuring economic stability, and facilitating high standards in commerce across the Baklunish lands and beyond.

Deeply rooted in Baklunish culture, the Mouqollod operates with a blend of traditional values and religious beliefs, aligning their practices with the teachings of deities like *Istus*, which add a spiritual dimension to their work. With considerable influence over trade routes and market policies, the Mouqollod forge alliances with foreign powers and rival guilds, always in pursuit of mutual economic gain. However, their expansion often leads to tension with non-Baklunish guilds and factions who see their reach as a threat, especially in regions where the Mouqollod's influence challenges local control over trade and resources. The Mouqollod thus serve as both a stabilizing force and a powerful economic player across eastern Oerik.

and negotiating fiercely with the Mouqollod and Pholtan merchants of Prestoria. While some caravans now employ Ulakandar warriors as guides and protectors, others find themselves in constant conflict, raiding parties shadowing their progress across the steppes.

RECENT EVENTS

The Flanaess has entered a period of major upheaval and intrigue as political tensions, dark powers, and expansionist ventures shape the world. In 573 CY, rumours emerged from the remote Tilvanot Peninsula about the *Scarlet Order*, a mysterious monastic organization that has remained largely hidden until recently. This group began sending out ambassadors and scholars, offering their sages as advisors to courts stretching from Ironton to Zeif. While the Scarlet Order has presented itself as an altruistic force, its true motives remain uncertain, and the influence of its representatives across Flanaess courts has drawn both curiosity and suspicion. Their presence raises questions of how this secretive order's ambitions may affect the balance of power among nations and what knowledge, arcane or otherwise, they might be introducing to the rulers they advise.

By 576 CY, troubling news has reached the ears of those across the Flanaess. In the west, the lands of Sterich and Geoff are under attack by increasingly frequent incursions of giants and humanoid raiders. These attacks, growing in frequency and ferocity, have already led to the loss of large tracts of land to the invaders. As the vassal states of Keoland, these territories have sent urgent pleas for aid to the kingdom, but Keoland's leaders are hesitant, embroiled in their own concerns, and their inaction has fueled frustration and fear among those living under constant threat. This crisis not only threatens the stability of Keoland's western frontier but also represents a potential cascade of disorder that could disrupt the entire region, prompting neighboring powers to consider intervention if Keoland fails to act.

In the Central Flanaess, two enigmatic foes seem on the rise. The village of Nulb, already a place best avoided by the wise and wary, has grown even darker in recent days. Travelers passing through have reported strange happenings—unnatural storms that swirl over the once-ruined Temple of Elemental Evil, casting bolts of lightning that scorch the earth. Some say the ground itself trembles, disturbed by something awakening below. The more superstitious locals refuse to approach the old temple grounds, muttering that “*the old evils are stirring again.*” Farmers and woodsmen speak of ominous whispers on the wind, cold voices that chill the spine, calling from the direction of the cursed ruins. Last week, a merchant caravan stumbled upon a caravan from Hommlet torn apart on the road, with strange scorch marks and patches of frost surrounding the bodies, as if some elemental force had unleashed itself upon them.

Similar dark rumours have also been spreading for months across the Wild Coast: travelers vanishing without a trace, entire caravans lost, and coastal villages eerily silent. Whispers of “*the Black Chain*” surfaced again, a slaving network thought to operate from deep within the Pomarj, out of reach of any lawful authority. Traders speak in hushed tones of mercenaries guarding these slaver caravans, and those few who escaped their clutches tell of hidden stockades filled with captives taken from every corner of the Flanaess. The slavers do not discriminate, taking the weak and the old alongside the strong and healthy—anyone unlucky enough to be caught. Tales suggest these slavers serve a council of ruthless lords, feared even among their own ranks, who direct not only slavers but spies and cutthroats in ports from Highport to Hardby.

In the lands of the Great Kingdom of Aerdy, the political and supernatural landscape is shifting in unsettling ways. Ivid V, the long-reigning but ailing overking, was on the brink of death, afflicted by a wasting disease that seemed poised to finally end his reign. However, Zenor Redhand, the High Priest of Hextor, performed a disturbing ritual involving powerful fiends, transforming Ivid into an undead creature now known as *Ivid the Undying*. Now seated upon the Fiend-Seeing Throne, Ivid’s unnatural reign sends a chilling message throughout the kingdom, as his new form has only solidified his brutal rule and reliance on dark powers, deepening the grip of fear and uncertainty over the land. This transformation is a grim sign of Aerdy’s trajectory under Ivid’s leadership, as it becomes increasingly enmeshed in dark alliances and supernatural forces.

North of the Nyr Dyv, grim news of a brutal raid in Flocktime swept through the Shield Lands after a lone survivor staggered into Admundfort, raving about “dragons in the dead of night.” He described a terrible midnight assault on Glaston, where the skies filled with dark-winged shadows as chaos unfolded. The attackers included not only dragons but also an organized force of scaled warriors and masked cultists who struck with precision. A massive black dragon

led the assault, its acidic breath dissolving stone walls and igniting panic. Black and red plate-clad warriors cut down all who resisted, while cultists ransacked homes and dragged away captives. The survivor claimed to have seen their leader—a red-scaled, dragon-like figure—branding prisoners with a clawed mark. As dawn broke over the smoldering ruins of Glaston, the raiders vanished into the Great Rift, leaving a single chilling message carved into the earth: “The Dominion rises.”

Far to the west of Oerik, unsettling whispers spread through tea houses and merchant stalls, carried on uneasy winds from the northern provinces. They tell of daimyo who have forsaken their oaths to the Emperor, allying with a shadowy sect of forbidden cultists seeking the release of Ablis, a demon lord imprisoned within the ancient Demon Wall. This barrier, forged by celestial powers, holds back the horrors of the Wastelands of Pesh. Travelers from the north speak of dark rituals held under blood-red moons, where masked figures gather at hidden shrines along the Wall. There, they chant Abyssal invocations, smearing the stones with offerings of black ichor. The lands around these shrines have changed unnaturally—trees bleed dark sap, rivers run choked with ash, and twisted, eyeless creatures skitter in the shadows near the Wall. Scouts believe these abominations to be agents of Ablis, testing the strength of their master’s prison, drawn to the power of the daimyo’s growing rituals.

Yet, amidst these rising threats, a surge of trade and exploration is sweeping across the Flanaess, bringing new opportunities and challenges. The opening of fresh trade routes westward and southward has led to economic expansion, with merchant guilds thriving and wealth flowing between once-isolated lands. Diplomats establish embassies in distant regions, while factions maneuver for influence on the growing world stage. Explorers and adventurers push into unknown territories, seeking fame and fortune, while the changing dynamics of the continent invite both alliances and conflict. As the Flanaess stands at the brink of discovery and danger, those bold enough to seize the moment will find countless opportunities to shape the world’s unfolding history.



CHAPTER 2

CHARACTER CLASSES



SHOULD BE EXPECTED, ALL CHARACTER classes and class options presented in the *2024 Players Handbook* are fully compatible with the revised version of Greyhawk presented in the *2024 Dungeon Masters Guide*. Additionally, the expanded character options presented in both Xanathar's Guide to Everything and *Tasha's Cauldron of Everything* are also perfectly acceptable options in Greyhawk Expanded. Some alterations to class features are presented within to help integrate the class deeper into the Greyhawk set and setting. DMs are free to allow these alterations or go with the original class features as written as should obviously be the case with anything presented herein. In addition there are several other subclasses that make excellent options in classic Greyhawk campaigns and these will be detailed in the following pages.

ARTIFICER

Artificers are those who spend most of their free time creating all sorts of magical devices, compounds and more. This class shines when played by imaginative players, as it requires you to describe your spells as being cast or applied by tiny tools or creations. Playing this makes you the brain of the group, the problem solver, as well as the strategist that infuses recordings into mundane objects and creates magical ones.

For Greyhawk campaigns, Artificers are to classes what Dragonborn and Tieflings are to species. They appear to pose an issue with fitting into the classic Greyhawk *set and setting* of the world. This is due mainly to the fact technology and Oerth have a mixed history.

Things like firearms have largely been unwelcome in most Greyhawk games and simply ruled non-functioning and/or unavailable on Oerth (*This was Gygax's own take with one exception he made for his friend Don Kaye and his character, Murlynd*). The usual explanatory back story has been that sages know how to make black powder but it either won't work or is too unstable to be useful and therefore all magical, religious and secular authorities have banned its use and experimentation.

On the other hand, the case can be made that technology has always existed in Greyhawk from the beginning from the Oerdian hero-goddess *Daern* and her Instant Fortress, to *Murlynd* himself; from the artifacts returned after an Expedition to the Barrier Peaks, to the *Machine of Lum the Mad*; from *Queen Ehlissa's Fabulous Nightingale* to the

Apparatus of Kwalish... weird and wonderful technologies always existed on the periphery of the World of Greyhawk™.

A note must be made here—technology on the Flanaess does not use “steam power”, “fossil fuels”, or any other “chemical” process. Technology on Oerth is known as *Artifice Magic* and it was spontaneously discovered by the gnomish people who tell of it being taught to them by their god *Flandal Steelskin*. The Touv of Great Kundali in Hepmonaland have also developed their own equivalent to Artifice Magic through much experimentation and discovery at the renowned *Azandies Academy*. Wherever it originated, it is the rarest form of magic on Oerik with only a handful of masters even rumoured to exist.

In 576 CY, with the exception of alchemy, artifice magic remains exceedingly rare, so much so that outside the City of Irongate, or Great Kundali, it requires a DC 15 Intelligence (arcana) check to even know if its existence (Gnomes have advantage on the roll). Gnomes remain the most frequent artificers while some dwarf clans have learned from gnome artificers and adapted techniques to their own needs. Perhaps the best known non-alchemist artificers on the Flanaess are the members of the *Artificers Union of Irongate*.

ARTIFICER SUBCLASSES

ALCHEMIST

By far the most prevalent type of Artificer on Oerik, Alchemists are versatile creators of elixirs, salves, and explosive concoctions, blending science and magic to produce remarkable effects. Their work focuses on crafting substances with unique and often unpredictable properties, designed to aid their allies by enhancing their abilities, healing their wounds, or even turning the tide of battle. Alchemists rely on their alchemist's supplies as both their tools of creation and their weapons of choice, wielding vials of volatile liquids as effectively as any warrior wields a blade. Their unique skill set makes them invaluable in any adventuring party, serving as both inventors and combatants.

Alchemists can be found in nearly every corner of Oerik, from the bustling courts of the Great Kingdom to the sophisticated academies of the Celestial Empire. In Zahind, the Vanara have developed a particular affinity for the art of alchemy, weaving their own cultural flair into its practice. Renowned for their ingenuity and daring, Vanaran

alchemists push the boundaries of their craft, producing exotic brews and compounds unlike any found elsewhere. Across the continent, whether in urban centres, remote laboratories, or hidden jungle enclaves, these Artificers represent the ingenuity and adaptability that define their college, uniting science, magic, and creativity into a potent force.

ARMORER

An artificer who specialises as an Armorer transforms armour into an extension of their body, seamlessly integrating it with their magic to enhance their abilities. This magical armour becomes a second skin, capable of unleashing powerful attacks, amplifying the artificer's spells, and providing unparalleled defence. The craft of the Armorer represents a cutting-edge development in artifice, blending innovation with combat utility to create a powerful fusion of magic and machinery.

This branch of artifice magic is a relatively new discovery on Oerik, pioneered by the ingenious gnome artificers of Irontate. Known for their mastery of engineering and enchantment, the gnomes of this city have refined the Armorer's techniques to serve both personal and communal defence. Cobb Darg, the Lord Mayor of Irontate, recognising the potential of this innovation, has recently commissioned the formation of an elite squad of Armorer Artificers.

Tasked with bolstering the city's defences, these specialists represent a new era in Irontate's military strategy, blending technological prowess with magical ingenuity to safeguard the city against any threat. Their presence is already reshaping the perception of artifice as a vital tool in the protection and advancement of Irontate's people.

ELDRITCH CANONS TABLE

Type	Effect
Arc Thrower	The canon crackles with electrical energy and a 60 feet long by 5 feet wide electrical arc shoots out in a direction you choose. Each creature in the line must make a Dexterity saving throw against your Spell Save DC. A creature takes 3d6 lightning damage on a failed save, or half as much damage on a successful one. The electrical arc ignites flammable objects in the area that aren't being worn or carried.
Flamethrower	The canon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
Force Ballista	As a Magic Action you may fire your Eldritch Canon at one creature or object within 120 feet. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 10 feet away from you.
Lobber	Your eldritch canon can lob a magical grenade up to 120 feet. You decide which type of grenade that will be thrown: <i>Exploding</i> . Each creature within 20 feet of an exploding grenade must make a DC 15 Dexterity saving throw, taking 3d6 piercing damage on a failed save, or half as much damage on a successful one. <i>Flash Bang</i> . Each creature within 30 feet of an exploding grenade must make a DC 15 Constitution or be stunned. A stunned creature can make a saving throw to free itself of that state at the end of each of its turns. <i>Poison</i> . Each creature within 30 feet of a fractured poison grenade must make a DC 15 Constitution saving throw, taking 2d6 poison damage on a failed save, or half as much damage on a successful one). <i>Smoke</i> . One round after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.
Protector	The canon emits a burst of positive energy that grants you and each creature of your choice within 10 feet of a number of temporary hit points equal to $1d8 + \text{your Intelligence modifier} + \text{your proficiency bonus}$.
Rapid Fire	Your eldritch canon creates a number of glowing bolts of magical force equal to your proficiency bonus +1. You can direct them to hit one creature or several. A single to hit roll is required per target (i.e. if 3 bolts are directed at one target, its one to hit roll. If two bolts are directed at one target and another bolt at a second target, two separate to hit rolls are required). Damage equals $1d4$ per bolt plus your proficiency bonus.

ARTILLERIST (REVISED)

Hurl grenades as enemies run from explosions.

An Artillerist specializes in using magic to hurl energy, projectiles, and explosions on a battlefield. Again, Irontate is the center of this type of artifice magic on Oerik. Adjustments have been made to this sub-class as follows:

LEVEL 3: RANGED SPECIALIST FIGHTING STYLE

When you adopt this subclass at 3rd level, you gain the Archery fighting style feat gaining a +2 bonus to attack rolls you make with ranged weapons. In addition you are proficient with hand, heavy and light crossbows.

LEVEL 3: ARTILLERIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Artillerist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

ARTILLERIST SPELLS

Spell Level	Spells
1	<i>Ensnaring Strike, Hunter's Mark</i>
2	<i>Melf's Acid Arrow, Cordon of Arrows</i>
3	<i>Conjure Barrage, Flame Arrows</i>
4	<i>Locate Creature, Stoneskin</i>
5	<i>Conjure Volley, Swift Quiver</i>

LEVEL 3: ELDRITCH CANON

At 3rd level, you learn how to convert a mundane crossbow (any type) into a magical device. Using woodcarver's or Tinker's tools, you can take an action to magically modify a crossbow. Modified crossbows are known as *Eldritch Canons*.

No 2024 ARTIFCER?

Note that unlike the core classes like Barbarians, Rogues and Warlocks, Artificer's were not included nor updated in the 2024 Players Handbook. The revised subclass shown here uses the pre-existing Artificer class from *Tasha's Cauldron of Everything* as a base.

Once you've created an eldritch canon, you can't do so again until you finish a long rest or until you expend a spell slot of 1st level or higher. You can have only one eldritch canon at a time. If you create a second eldritch canon, the first one loses its special properties. The eldritch canon is a magical object and its special properties only function for you.

When you create an eldritch canon, you decide which type of eldritch canon it is, choosing from the options on the Eldritch Canons table below.

LEVEL 6: ARCANE FIREARM

At 5th level, you know how to turn a crossbow into a conduit for your destructive spells. When you finish a long rest, you can use woodcarver's or tinker's tools to carve special sigils into a crossbow and thereby turn it into an arcane focus. This can be the same crossbow that you've converted to an eldritch canon. The sigils disappear from the object if you later carve them on a different item. The sigils otherwise last indefinitely.

You can use your arcane firearm as a spellcasting focus for your artificer spells. When you cast a damaging artificer spell through the firearm, roll 1d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

LEVEL 9: EXPLOSIVE CANON

Starting at 9th level, every eldritch canon you create is more destructive:

The canon's damage rolls all increase by by one die (*1d4 becomes 1d6, 1d6 becomes 1d8, etc*). As an Magic Action, you can command the canon to detonate if you are within 60 feet of it. Doing so destroys the canon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 6d8 force damage on a failed save or half as much damage on a successful one.

LEVEL 14: MASTER BLASTER

At 15th level you can now have two hand crossbow canons at the same time. You can create two eldritch canons with the same action (but not the same spell slot), and you can activate both of them with the same bonus action. You determine whether the canons are identical to each other or different. You can't create a third canon while you have two. You can make an attack using the second eldritch canon as a bonus action with no penalty.

BATTLE SMITH

Battle smiths are exclusively dwarven on the Flanaess and they act as medics during war, users of construct companions to help their party members. They are in charge of protecting, having their steel defenders (whose form you can decide) jump in front of allies to stop attacks. When in peril, it's the battle smith who will come to your aid while shooting or slashing your enemies to give you the much-needed treatments. The first Battle Smith was *Tharn Darkbeard*, a dwarven apprentice to the renowned gnome artillerist, *Gim Gimson* in Irongate. Through experimentation Tharn discovered the formulas required to create the first steel defender. Realizing the value of his invention, he proceeded to undertake a grand tour of the Flanaess teaching the art to dwarven smiths from the Rakers to the Barrier Peaks. His knowledge came at a great cost and Tharn retired a wealthy dwarf to a vast estate in the Cairn Hills in 553 CY.

BARBARIAN

Barbarians are found throughout the Thillonrian peninsula, as well as in northern reaches of Ratik, and throughout the Hold of Stonefist. Warriors among the hillmen of the Abbor-Alz, the Olman tribesmen of the Amedio Jungle, and the nomadic tribes of the Plains of Ulakandar, Rovers of the HuntingLands, and both Chakyik and Wegwiur nomads also are typically barbarians. Others are exiles, forced to leave their homeland under penalty of death. In western Oerik barbarians are common in the vast wilderness of Wunan not to mention the wastelands of Pesh. There are also hill tribes among the foothills of the Tyurzi and Zahind ranges and of course the Suh horse lord tribes of Sa'han and the western Dry Steppes.

Demi-human barbarians are less common than their human cousins but in dwarf society berserkers are both admired and feared while elven wild soul barbarians are revered among the Grugach of the Burneal Forest. Orc or half ogre barbarians can originate from Iuz, the Pomarj, Bone March, The Horned Society, the Vast Swamp, and any number of wilderlands that are home to orc tribes.

As with any class of adventurer, many barbarians adventure simply to acquire treasure and fame. They may also be bored with an endless life of hunting and trapping, and desiring some real excitement in their lives.

They may be curious about the ways of their civilized neighbours seeking to learn more about them. Some barbarians may even adventure seeking to improve their status among their own people, using the wealth they acquire to prove their worthiness for marriage to a prospective mate. Barbarians, as civilized men understand them, can easily be very intelligent and eloquent people; their expertise is more with nature and spirituality than with mathematics or sorcery.

Many civilized people hold barbarians in a sort of awe, secretly fascinated by their appearance, mannerisms, language, or general behaviour. Some loathe barbarians for their rudeness, lack of table manners, and general filth; these are, quite obviously, stereotypes. Other men feel they can cheat the simple folk they meet, or openly welcome them for the amounts of money they will spend.

In any case, barbarians are rarely interested in staying in a given place for a long time, unless they have formed close friendships with others in the area, have pressing business, or decide to retire. In the latter case, however, they often return home—a yearning to return to the wilds of his birthplace tugs at the heart of almost every barbarian at one point or another.

BARBARIAN SUBCLASSES

PATH OF THE ANCESTRAL GUARDIAN

Barbarians who follow the Path of the Ancestral Guardian are a widespread and influential presence across Oerik, from the shores of the Pearl Ocean to the vast expanse of the Solnor Ocean. These warriors call upon the spirits of their ancestors for guidance, protection, and strength in battle, embodying a deep connection to their heritage and traditions. They are revered as protectors of their people and as living bridges between the mortal world and the realm of the ancestral spirits.

This Path is the dominant tradition among several nomadic and tribal cultures across the continent. It is particularly prevalent among the Ulakandar nomads and the warrior clans of Ull, who rely on ancestral spirits to navigate their harsh environments and lead their people. In the rugged Murian and Mulwari highlands, Ancestral Guardians stand as defenders of their communities, blending martial prowess with spiritual guidance. Similarly, the desert tribes of the Bright and Flame Deserts turn to this Path for survival, drawing strength from their forebears to endure the harsh conditions. Among the Amedio Suel barbarians, this Path is also predominant, with ancestral spirits playing a central role in their cultural and martial practices, uniting them with the wisdom and power of those who came before.

PATH OF THE BATTLE RAGER

On Oerik, the Path of the Battlerager is not exclusive to dwarves, allowing individuals of any species to embrace its brutal fighting style. These ferocious warriors are often forged in the harshest of environments, trained as pit fighters in the bloody arenas of Ull and Mur or under the cruel authority of the dreaded *Slave Lords*. Known for their relentless aggression and reckless combat techniques, Battleragers become living weapons, throwing themselves into battle with wild abandon.

The Slave Lords, a feared and ruthless cabal, play a significant role in shaping many of these warriors. Conducting raids on coastal settlements, they capture hapless victims and condemn them to lives of servitude. Among their prisoners, those who exhibit martial potential are singled out, trained in exotic and deadly fighting techniques designed to entertain bloodthirsty audiences in the arenas. Such warriors are groomed for brutality, their skills fetching high prices from wealthy buyers eager to own champions for gladiatorial combat. For many Battleragers, their path begins as a means of survival in these grim circumstances, but for those who escape, it becomes a weapon of vengeance and freedom.

PATH OF THE BEAST

The Path of the Beast is a rare and primal tradition, most commonly associated with the Chakyik and Wegwiur nomads of the northwest Flanaess. Among these fierce nomadic tribes, those who walk this path are elite warriors, believed to be possessed by the spirits of their namesake animals—tigers and wolves. These barbarians embody the feral strength and instincts of their totemic beasts, channeling their raw power in battle. Unlike the majority of their kin who follow the Path of the Totem Warrior, Path of the Beast barbarians stand apart, revered as both protectors and spiritual leaders. They frequently rise to positions of authority, leading clans or war parties with their unparalleled ferocity and connection to the natural world.

Beyond the Flanaess, Path of the Beast barbarians can also be found in the borderlands of Zahind, where their origins are often tied to beastfolk ancestry, suggesting a distant and possibly forbidden lineage. These individuals carry the primal essence of their heritage, manifesting in their combat style and uncanny connection to nature. Similarly, in the untamed wilds of Hepmonaland, they are known among the primitive Touv tribes, where their feral powers are seen as gifts from the spirits of the land.

PATH OF THE BERSERKER

Berserker barbarians are a ubiquitous presence across Oerik, thriving in nearly all tribal communities and representing the raw, unrestrained fury of battle. These warriors are especially prevalent among the highland-dwelling Murians, whose brutal lifestyle and gladiatorial traditions foster a natural environment for berserkers to emerge. In the wilderness region of Wunan, they are similarly common, blending their primal rage with the untamed ferocity of the wilds. The North Kingdoms of the Thillronian peninsula are home to a fierce Suel warrior societies dedicated to the berserker tradition, where warriors channel their ancestral fury to defend their icy homeland with unmatched ferocity.

Beyond human cultures, berserkers are found among the dwarf clans of the Griff, Corusk, and Crystalmist Mountains, where their battle rage is as enduring and unyielding as the stone halls they inhabit. Goliaths from Behow once upheld a proud berserker tradition, but this has largely

faded over time due to their widespread acceptance of *The Way* centuries ago, which emphasises discipline over rage. Despite this decline, remnants of the old berserker ways persist among a few isolated Goliath tribes, serving as echoes of their fierce ancestral legacy.

PATH OF THE STORM HERALD

Storm Herald barbarians are among the rarest of their kind on Oerth, embodying a primal connection to the elemental forces of nature. In the far northeast, the Suel barbarians of the Thillonrian peninsula are one of the few groups known to produce Storm Heralds. Among these icy wastes, they serve as disciples of *Vatun*, the great god of the north, drawing upon his power to channel storms that rage both within and around them. These barbarians can summon elemental forces to influence their environment, commanding frost, lightning, or fire in battle as a reflection of their untamed bond with the natural world.

Far to the west, tales persist among the Ekbiri and Zeifans of tribesfolk from the Ataphad Islands wielding storm-like powers in battle. These warriors are said to summon lightning and thunder to terrify their foes and protect their kin, embodying the raw, untamed energy of the tempest. By contrast, the Path of the Storm Herald is almost entirely unknown in the western lands of the Celestial Empire, where such primal traditions have not taken root. Across Oerik, those who walk this path are seen as forces of nature themselves, rare and awe-inspiring embodiments of the elements they command.

PATH OF THE SHAMAN

Enter a trance to commune with spirits, seeking their guidance and assistance.

In most tribal cultures, the separation between the spiritual and physical worlds necessitates the existence of shamans; intermediaries that bridge the two worlds and keep them in balance. Problems in one world can often be traced to sources in the other, and it is the responsibility of a shaman to restore order in both worlds by resolving such conflicts.

Many tribal shamans are severe, humourless sorts, acutely aware of the great responsibility which they bear. They have been trained to safeguard the tribe, both its morals and its actual safety, and rarely take this responsibility lightly. The role of the shamans demands that they must speak out boldly for what is right, and yet when dealing with important members of the tribe they must learn tact and control. Committed to serving

ancient spirits and maintaining tribal traditions, they are usually extremely conservative, fiercely resisting any sort of religious or social change.

Most try to make themselves paragons of moral respectability, strictly adhering to the standards that the spirits demand the tribe follows. Few are so strong willed that they have no human failings, but their tribes usually expect them to live exemplary lives and may cease to respect them if they do not.

Shamans have the unique ability to enter into a *Trance* that puts them in direct communion with the spirit world. While most “civilized” religions ascribe a certain unique quality to the souls of intelligent creatures, many tribal societies rejects any such clear-cut distinction. A river has just as much of a soul as a human does, and animistic traditions may refer to animals and objects as “*people*” in the same sense that the word would be applied to humans, elves, or dwarves. Everything on Oerth has a spirit of its own, with the same capacity for reason, emotion, and desire. There is nothing unique about the spirit belonging to a sapient creature—the fundamental nature of an entity’s spirit is



not defined by the entity's intelligence, mobility, or ability to communicate.

While in the spirit world, a shaman perceives all of the spirits around her—animistic spirits, and spirits of the dead, spirits of the place—that can commune with a shaman. However, not all spirits will necessarily deign to speak with her: while animistic spirits will almost never refuse to commune, spirits of the dead may have reasons to deny a shaman audience, and spirits of places might be too proud to commune with a wandering shaman.

For the most part, communion between spirits and shamans is intended simply to reinforce the relationship between a shaman and the spirits, as well as to inform the spirits of the presence of a shaman in their midst. While spirits are aware of events in their immediate surroundings, they rarely have any knowledge of events that are not directly related to them. While a spirit of a location will know much of what has occurred within its territory, it may be unwilling to divulge details out of proud stoicism or out of loyalty to its more permanent residents.

Unlike your more wild brethren, you don't rage *per se*. Instead you enter a Trance that has all the same mechanical effects of your class' rage feature but instead of entering a violent blood-lust, you remain serene and oddly detached from the world as you gaze into the spirit world seeking the



SHAMAN SPELLCASTING

- Spell Slots per Spell - Level -

Barbarian Level	Spells Known	1st	2nd	3rd	4th
3	3	2	—	—	—
4	3	3	—	—	—
5	4	3	2	—	—
6	4	4	2	—	—
7	5	4	3	2	—
8	5	4	3	2	—
9	6	4	3	3	—
10	6	4	3	3	—
11	7	4	3	3	—
12	7	4	3	3	—
13	8	4	3	3	—
14	8	4	3	3	—
15	9	4	3	3	—
16	9	4	3	3	—
17	10	4	3	3	1
18	10	4	3	3	1
19	11	4	3	3	2
20	11	4	3	3	2

guidance of the totem spirits there. When in a trance, you appear to almost be an automaton, your eyes may roll back in your head or you may appear as though you are a puppet on strings as your actions are directed by the totemic spirits that guide you.

Shamans are found across the length and breadth of Oerik wherever tribal societies dominate. The Flan shamans of the Rover of the Huntinglands are greatly feared by their Wegwiur rivals. The shaman of the devolved Suel Amedi people ingest a hallucinogenic concoction to aid them in communing with the spirit world while those of the Ulakandar often enter their trances through drumming and dance. The Shaman of the Korobokkuru people of western Oerik inhale vapours of a special incense to achieve their trance state.

LEVEL 3: MEDICINE MAN

When you select this Path at 3rd level you gain proficiency in the Herbalist Kit and the Healer's Kit.

LEVEL 3: SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast druid spells. See Chapter 7 of the 2024 Players Handbook for rules on spellcasting and the druid's spell list. Unlike the arcane formulas of wizards and sorcerers or the divine prayers of clerics, the verbal components of your spells take the form of shouts, chants and primal screams.

Cantrips. You know two cantrips of your choice from the Druid spell list (see that class's section for its list). Druidcraft and Guidance are recommended. Whenever you gain a Barbarian level, you can replace one of these cantrips with another cantrip of your choice from the Druid spell list.

Spell Slots. The Shaman Spellcasting table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these spells, you must expend a slot of

the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level druid spells of your choice, two of which you must choose from the conjuration, divination, or evocation spells on the druid spell list.

The number of spells on your list increases as you gain Barbarian levels, as shown in the Prepared Spells column of the Shaman Spellcasting table on the previous page. Whenever that number increases, choose additional spells from the Druid spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Barbarian, your list of prepared spells can include five Druid spells of levels 1 and 2 in any combination.

Changing Your Prepared Spells. Whenever you gain a Fighter level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Druid spells.

Spellcasting Focus. You can use an Druidic Focus as a Spellcasting Focus for your Druid spells. Suggested focuses include: Animal bones, a feather fan, a bone rattle, a bag of polished stones, braids of hair, or a living tree branch.

LEVEL 3: SHAMANIC RITUALS

At 3rd level when you adopt this path, you gain the ability to cast the Detect Poison and Disease and Locate Animals or Plants spells, but only as rituals, as described on page 235 of the *2024 Players Handbook*. Casting them in this way does not require a spell slot.

LEVEL SIX: SPIRIT GUIDANCE

Starting at 6th level, your spirits enable you to cast spells while in a Trance (i.e. rage) but you suffer disadvantage on rolls to maintain concentration if the spell requires it. Your Trance duration is the same as the normal rage class feature and you do not leave your Trance if you attack, take damage, or cast a spell of 1st level or higher during your turn. When you cast a spell that deals damage while in this Trance (i.e. you are raging) you can add your Rage Damage to that damage.

LEVEL 10: SPIRIT MEDICINE

At 10th level, as a bonus action you can choose to make a spell or cantrip more effective by ingesting or inhaling certain medicinal herbs, fungi or similar substances. You can activate the feature with the same bonus action used to activate your Trance and you receive advantage on your spell attack or cause the target to suffer disadvantage on their saving throws against your spell. Targets affected by an area effect spell all receive disadvantage to their saving throws.

This effect lasts for one minute after which you suffer one level of exhaustion and you regain the ability to use this feature again after a long rest.

LEVEL 14: VISION QUEST

Beginning at 14th level you have learned esoteric means of communing with the spirits to gain insight into things that would normally be unknown to you. You can cast the

Commune or Scrying spell as a ritual. This spell does not count against your prepared spells, does not require a spell slot and does not require material components. You can do this once and regain the ability to do so on a long rest.

PATH OF THE WILD HEART

Barbarians who follow the Path of the Wild Heart forge a profound and spiritual connection to the animal world, seeing themselves as part of the natural order and kindred to beasts. For these warriors, their primal Rage is more than a surge of fury—it is a mystical force that strengthens their bond with their totemic animals, granting them supernatural power. As they channel the spirit of their chosen animal, they embody its traits in battle, becoming a living avatar of its strength, speed, or cunning. Through this path, they gain magical means to communicate with animals, drawing on their guidance and learning to navigate the wild with an instinct that transcends mortal understanding.

This path is often a deeply personal spiritual journey. Many Wild Heart barbarians form bonds with a single totem animal, which becomes their lifelong guide, protector, and source of inspiration. In some tribes, the totem spirit is shared by an entire clan, binding its members together through a shared reverence for their chosen animal. Rarely, exceptional individuals form connections with multiple spirits, blending their strengths and becoming uniquely powerful avatars of the wild. These barbarians view their totemic bond as more than a cultural tradition—it is a living link to the primal forces of nature, one that fuels their rage and shapes their destiny.

Wild Heart barbarians are as diverse as the lands they inhabit. Among the Tiger and Wolf Nomads of the Flanaess, they are seen as sacred warriors who embody the spirits of their namesake animals, guiding their tribes in battle and in peace. In the untamed wilderness of Hepmonaland, Wild Heart barbarians channel the ferocity of jaguars, crocodiles, or great birds of prey, protecting their people from the dangers of the jungle. Even in the desolate wastelands of the Bright Desert, these barbarians draw strength from the scorpions and serpents that thrive in harsh conditions. Wherever they are found, barbarians who walk this path are living embodiments of the wild's raw and untamed essence, champions of the natural world's enduring spirit.

Wild Heart barbarians on Oerik receive a couple of new totem options as outlined below:

LEVEL 3: RAGE OF THE WILD

Wild Dog. While raging, your base speed is increased by 10'. The spirit of the dog allows you to run with the pack and pursue prey

Turtle. While you're raging, when an attacker that you can see hits you with a melee attack, you can use your reaction to halve the attack's damage against you.

LEVEL 6: ASPECT OF THE WILDS

Horse. While raging, your base speed is increased by 10 feet and you have advantage on saving throws to avoid exhaustion. The spirit of the horse gives you speed and stamina.

Bat. While you're raging and not deafened you have blindsight of 30'.

LEVEL 10: POWER OF THE WILDS

Ape. While you're raging, you automatically have advantage on all grappling attacks. You may also grapple a creature up to two sizes larger than you, and may move a grappled creature at normal speed.

Shark. You are drawn to the smell of blood. You have limited Blindsight in that you are always able to locate a target when making a melee attack against creatures you cannot see who their hit points affected may attempt another Wisdom saving throw to end the condition at the end of each of their turns.

PATH OF THE WORLD TREE

World Tree Barbarians are natural wanderers, drawn to wild, untamed regions and places where the barriers between the planes grow thin. They gravitate toward elemental crossroads, sacred groves, and ancient standing stones, believing these locations resonate with the roots of the World Tree, *Yggdrasil*. In these sacred spaces, they feel closest to their ancestors and draw strength from the cosmic vitality of the tree that binds all realms together. Often seen as protectors of these sites, they defend the balance of nature and serve as guides for those seeking to traverse planar boundaries. Whether venturing into unknown planes or safeguarding their homelands, these barbarians embody both the raw might and the profound mystery of their ancestral tree.

Among the Goliath tribes of the Crystalmist Mountains, the legends of *Yggdrasil* endure strongly, deeply interwoven with their giant heritage. These barbarians believe that the World Tree's roots extend beneath the mountains, connecting the Material Plane to distant realms. Their Rage is seen as a manifestation of the tree's life-giving force, fueling their resilience and strength in battle. For the Crystalmist Goliaths, their bond with *Yggdrasil* is both a source of spiritual guidance and an inexhaustible well of power.

Within the Vesve Forest, certain barbarian enclaves maintain a mystical relationship with the forest's ancient trees. They view the towering oaks as physical manifestations of *Yggdrasil*'s branches, connecting the forest to the multiverse. These barbarians serve as protectors of the forest and its planar connections, channeling the vitality of the World Tree in both combat and spiritual rites.

PATH OF WILD MAGIC

Wild Magic barbarians are an exceedingly rare phenomenon on Oerik, their primal Rage infused with chaotic and unpredictable magical energy. These barbarians are most commonly found in the Burneal and Adri forests of the east or in the desolate expanse of the Sea of Dust. Their connection to magic is not learned or deliberate but rather the result of exposure to mysterious and often dangerous forces that alter their very essence, imbuing their Rage with the chaotic power of the unknown.

In the Burneal Forest, it is rumoured that some Grugach follow this path, their abilities believed to stem from an enigmatic arcane site near the Land of Black Ice. This area's wild and otherworldly magic is said to seep into those who linger too long, reshaping them into conduits of untamed power. In the Adri Forest, a land steeped in strange tales of inter-world and planar portals, it is not unheard of for elvenfolk to manifest wild magic. These individuals are touched by the forest's deep, ancient connection to other planes, their chaotic energy reflecting the uncanny nature of their homeland.

In the barren Sea of Dust, Wild Magic barbarians emerge from the scattered remnants of tribes eking out a harsh existence in this cursed wasteland. Some believe their powers are a lingering effect of the ancient Suel Imperium's catastrophic end, with magical residue from its destruction infusing the land and its people. These barbarians channel the chaos of their environment, their Rage a reflection of the shifting, unpredictable power that lies beneath the Sea of Dust's lifeless surface. Their wild magic becomes both a means of survival and a weapon, honed against the unforgiving challenges of their desolate homeland.

PATH OF THE ZEALOT

As a true warrior of their faith, the zealot barbarian is a true un-killable machine. Filled with a divine or evil power channelled from those entities, a follower of this path becomes a damage dealing juggernaut.

Zealots are fierce and fanatical warriors, often seen as holy champions or avenging spirits within their tribes and communities. They believe themselves chosen by divine forces to embody wrath and justice, and their rage is fuelled by an unyielding faith. Many Zealots align with the gods of war, death, and retribution, though their loyalties may vary greatly across the Flanaess. Some are devoted followers of Hextor, driven by a ruthless commitment to conquer and destroy, while others serve Cuthbert, channeling righteous fury to defend the weak and punish the wicked.

Many of the Ulakandar tribes of the Dry Steppes follow this path as do many of the newer Flan converts to the faith of Pholtus of the Duchy of Tenh and Theocracy of the Pale. Other than these groups, the most frequently encountered barbarians of this type are invariably of orcish descent.

BARD

Bards are commonly found throughout the Flanaess, particularly in urban centers such as The Free City of Greyhawk. Many worship Olidammara, with others revering the quasi-deity Heward, Rudd (the goddess of chance), Fharlanghn (god of the road), Lydia (music and daylight), Hadyan (Baklunish goddess of song and poetry) and even the Old Faith. Bards are also found among barbaric tribes, who revere bards as preservers of tribal lore and customs, and sources of inspiration in battle.

Bards are generally not thought of as great heroes or saviours. Most people assume the traveling minstrels, players and troubadours they encounter are actual bards, when in fact these are simple entertainers. Bards use music as a way to focus magic, and also have some of the talents of thieves. As a result, they are not always trusted in more suspicious communities, although their musical talents are welcome anywhere.

Most wealthy musicians, whether actual bards or simple minstrels, rarely adventure—they will spend their time entertaining at the courts of nobles and kings rather than risking their hides in the wilderness. Bards who adventure are often poor or from the lower social classes, seeking both to advance their song repertoire and make money along the way. Most of them also have a love of traveling and a desire to see other lands. Some bards are great romantics, having a desire to engage in heroic deeds and then write songs about their exploits, while others travel to expand their song repertoires. In any case, bards are entertaining and friendly people to be around—their musical abilities often come with great dramatic or comedic talents, and they make valuable companions on the road, using both song and spell to assist their companions. They may not actually be adventurers, traveling as part of a carnival troupe and adding music to the performances of their colleagues.

The storytelling ability of bards makes them valuable carriers of news and information. In a world where no rapid system of communication exists, bards are often the best and most reliable carriers of news to outlying areas. Some bards stay in one area for a long time, and can use their abilities as parts of theatre companies. Some bards also use their skills to write satirical or political songs and paeans, praising some heroes, figures and political policies, and viciously denouncing others. Powerful people may use them to dispense propaganda, or they may be a thorn in the side of the establishment. In the latter case, they often tend to have the authorities angry at them, which is precisely what they want.

CAIUS ZOLANIS (SUEL HUMAN)
COLLEGE OF LORE BARD



BARD SUBCLASSES

COLLEGE OF CREATION

Creation Bards are a rarity in the east, found primarily among the gnomes of the Lortmils and Kron Hills. These smallfolk maintain an ancient and proud tradition that traces its origins back to their legendary hero, Uldra. Revered as both a pioneer and protector of their people, Uldra's legacy is preserved through the songs and stories passed down by these bards. For the noniz, the College of Creation represents more than just artistic mastery—it is a sacred connection to the primal forces that shaped their world, manifesting through their intricate compositions and performances. These bards weave their craft into everyday life, infusing even mundane tasks with a touch of the creative magic that lies at the heart of their tradition.

In contrast, the lands of Mur, on the northwest coast of the Gulf of Ghayar, serve as a vibrant centre for the College of Creation, where its principles are widely explored and celebrated. Here, the concept of the Song of Creation is not only a mystical idea but a deeply rooted cultural tenet. Murian bards embrace this primeval force, expressing it through elaborate dance, music, and lyrical performances that resonate with the rhythm of life itself. The bards of Mur use their art to inspire, craft, and even manipulate the energies of creation, drawing on the land's ancient history and its pantheon of ever-present gods. Their performances are not just displays of talent but acts of devotion, celebrating the divine spark that gives rise to all existence. Together, the noniz and Murian traditions highlight the diversity and wonder of the College of Creation across Oerik.

COLLEGE OF DANCE

The Bardic College of Dance thrives in the cosmopolitan and magical centres of the Flanaess, with the Free City of Greyhawk serving as a natural hub. In this vibrant city, where diverse cultures and powerful arcane traditions intersect, the rhythmic pulse of urban life and magical energy provides an ideal setting for these bards to channel cosmic forces through movement. Among the Rhennee riverfolk, dance reflects the flowing grace of the rivers they call home, with circular and spiral dances symbolising the cycles of water. Accompanied by drums, clappers, and chants, these bards master fluid movements that serve both as social tools and a form of graceful combat.

In the more remote and mystical regions of Oerik, the College of Dance takes on primal and tribal expressions, emphasising the raw connection between movement and the cosmos. The Rovers of the Hunting Lands exemplify this, using dance to honour the earth and sky through drum circles, chanting, and stomping rhythms. These performances foster unity and channel cosmic forces, granting blessings, strength, and luck to their people. Skilled in both battle and inspiration, Rover bards serve as protectors and spiritual guides, embodying the belief that the forces of the cosmos flow through all life.

COLLEGE OF ELOQUENCE

Master orators are in high demand in most of the civilized Bards of the College of Eloquence are found across the realms of Oerik, from the courts of the Great Kingdom and Keoland in the east to the cosmopolitan cities of the Celestial Empire and Zahind in the west. Unlike many other bardic traditions, Eloquence bards almost invariably hail from the upper echelons of society, where they receive rigorous tutelage in literature, history, and rhetoric from an early age. These bards are masters of persuasion and oratory, using their silver tongues to sway hearts and minds. Most find their calling as lawyers, court poets, and heralds, serving the powerful with their words. However, some take a more radical path, becoming demagogues or revolutionaries who inspire change—or chaos.

Among the lands of Oerik, the city-states of Mur are particularly renowned for producing the most skilled Eloquence bards. In Mur, public debate is not only a respected tradition but also a major form of entertainment, and aspiring bards hone their craft by engaging in fierce rhetorical contests. These bards often rise to prominence, their eloquence shaping political discourse and cultural identity within their city-states. Whether delivering impassioned speeches in a crowded forum, crafting clever verses for a noble court, or inciting rebellion from the shadows, Eloquence bards wield the power of words as their greatest weapon.

COLLEGE OF GLAMOUR

Glamour bards are a rare sight among humanity, their enchanting presence and mystical talents almost exclusively found among the demi-human species of Oerik. Most commonly, they are elven, gnomish or halfling, their gifts rooted in a deep connection to the Feywild. Touched by this otherworldly realm, Glamour bards gain their magical abilities either as gifts from or through tutelage under fey entities, imbuing their performances with an ethereal quality that captivates and mystifies. They excel at weaving enchantments into their music and words, bolstering allies with their radiant charm while striking terror or awe into the hearts of their foes.

Their natural affinity with the Feywild explains their prevalence in the demi-human realms, where their talents are both celebrated and respected. Glamour bards are most often encountered in the sylvan lands of Celene, the verdant expanse of Highfolk, the Duchy of Ulek, Sunndi and the myriad forest realms scattered across the Flanaess. Within these regions, their songs are said to harmonise with the whispers of ancient trees and the laughter of unseen sprites, enhancing their power and binding them more deeply to their fey heritage. They act as diplomats, guardians, oracles, and performers, using their unique gifts to serve their communities and maintain the delicate balance between the mortal world and the Feywild.

For reasons not entirely understood, Glamour bards are rarely seen in the western reaches of Oerik. Some scholars speculate that the region's sparse fey presence limits their numbers, while others suggest cultural factors or historical events may have dissuaded their presence. Whatever the reason, their absence only enhances their mystique, as tales of their enchanting performances and otherworldly grace travel far beyond the forested lands they call home.

COLLEGE OF GEISHA

Masters the Art of Grace and Intrigue

In the Celestial Empire and the neighbouring lands of western Oerik, geisha are esteemed female entertainers who embody grace, artistry, and refinement. From a young age, these women are meticulously trained in traditional arts such as music, dance, poetry, and conversation, becoming masters in the art of hospitality and cultural expression. The role of the geisha is steeped in tradition and ritual, and their presence in noble and high-ranking establishments is seen as a mark of prestige and sophistication. Each geisha serves not only as a performer but as a cultural bridge, using her knowledge of history, etiquette, and the arts to entertain and engage patrons.

Geisha wear elaborate, symbolically decorated kimonos, with designs that vary by season, occasion, and rank within their order. Their appearance is meticulously maintained, from their styled hair to their delicate makeup, which signifies both their status and their dedication to their art. Each movement, each turn of the wrist, and each glance has meaning, communicating stories and emotions that words cannot convey. Through their dance and music, they embody the beauty of the Celestial Empire's traditions, often performing before lords and dignitaries who come to experience the mystique of the Empire.

While most geisha devote themselves solely to entertainment and cultural refinement, a select few are inducted into a secret path known as the art of the geisha-ninja. These individuals receive training in stealth, espionage, and the deadly arts of the ninja, transforming them into highly skilled spies and assassins. A geisha-ninja is taught to harness her skill in dance and movement to silently approach a target, using grace and agility to evade detection. Her knowledge of noble circles and high society provides her with unparalleled access to information, while her skills in subterfuge and disguise enable her to blend in seamlessly.

A geisha-ninja is often equipped with concealed weapons—small daggers hidden within hair ornaments or razor-edged fans that serve as both an accessory and a lethal tool. She is trained in hand-to-hand combat that uses her agility to evade and counter, making her a formidable opponent in close quarters. These rare individuals are usually tasked with delicate missions, carrying out espionage, gathering intelligence, or performing assassinations at the behest of powerful patrons within the Celestial Empire's complex web of politics.

The path of the geisha-ninja is a closely guarded secret. To the world, they remain graceful entertainers, loyal only to the art they serve; but behind closed doors, they are trusted agents who carry out the Empire's most delicate and shadowed work. Only a handful of geisha in each generation receive this training, and even fewer survive the dangerous missions they undertake.

Note: This college might also be used to represent Baklunish courtesans who are also renowned spies and assassins extraordinaire.

LEVEL 3: BONUS PROFICIENCIES

Starting at 3rd level, you become proficient with the Tessen (see Chapter 4 - Equipment).

LEVEL 3: FOCUSED DANCE

Starting at 3rd level, when you choose this bardic college, you can use your body as a spellcasting focus, eliminating the need for an instrument.

LEVEL 3: FASCINATING PERSONALITY

Also starting at 3rd level, whenever an ally rolls one of your bardic inspiration dice, you may grant them advantage on the roll. You can do this a number of times equal to your Charisma modifier (minimum 1) and regain all expended uses when you finish a long rest.

LEVEL 6: KUNOICHI

At 6th level, as a bonus action, you can expend one of your bardic inspiration dice to achieve one of the following effects:

A Flurry of Stars. You may expend a bardic inspiration die to throw an additional weapon (such as a shuriken) as part of your next attack action. On a hit you may add the bardic inspiration die to the damage done.

Elemental Weapon. You can expend one bardic inspiration to change the type of damage your next weapon attack does to an energy type of your choice. On a hit you may add the bardic inspiration die to the damage done.

Ninja Sight. By expending a bardic inspiration die, you gain darkvision out to 60 feet for a number of minutes equal to the number rolled on your inspiration die. If you already have Drakvision, the range is extended to 120 feet instead.

Puppeteer. You may expend a bardic inspiration die to impose disadvantage on your opponent's next saving throw. The target takes a penalty to their next saving throw equal to the number rolled on your bardic inspiration die.

Backstab. So long as you have advantage on the attack roll, or one of your allies is within 5 feet of your target, you may expend one of your bardic inspiration dice and add the number rolled to the damage done on a successful hit.

Assassinate. By expending a bardic inspiration die, you may make an attack against a creature you have charmed. This attack has advantage and, if successful, is automatically a critical hit and you additionally add the number rolled on your bardic inspiration die to the damage done.

LEVEL 14: INFATUATION

Starting at 14th level, hostile creatures have disadvantage on their saving throws against your enchantment and illusion spells.

COLLEGE OF JEST

Expose Truth with Wit and Acrobatics

Bards of the College of Jest are known as jesters, harlequins and fools. They use lowbrow stories, daring acrobatics, and cutting jokes to entertain audiences, ranging from the crowds in a rundown dockside pub to the nobles of a king's royal court. Where other bards seek forgotten lore or tales of epic bravery, jesters ferret out embarrassing and hilarious stories of all kinds. Whether telling the ribald tale of a brawny stable hand's affair with an aged duchess or a mocking satire of a paladin of Heironeous' cloying innocence, a jester never lets taste, social decorum, or shame get in the way of a good laugh.

While jesters are masters of puns, jokes, and verbal barbs, they are much more than just comic relief. They are expected to mock and provoke, taking advantage of how even the most powerful folk are expected by tradition to endure a jester's barbs with good humour. This expectation allows a jester to serve as a critic or a voice of reason when others are too intimidated to speak the truth.

For the duchess with a taste for strapping young labourers, such tales might serve to warn the targets of her affections and force her to change her ways for lack of willing partners. Striking back at the jester only ruins her already damaged reputation, and might provide the best evidence that the jester's satires have hit their mark. But if she is kind and generous to her conquests, the jokes and stories cast her as a kind of folk hero, while drawing even more potential partners to her.

Jesters are loyal to only one cause: the pursuit and propagation of the truth. They use their comedy and innocuous appearance to break down social barriers and expose corruption, incompetence, and stupidity among the rich and powerful. Whether revealing a con artist's treachery or exposing a baron's plans for war as driven by greed and bloodlust, a jester serves as the conscience of a realm.

Jesters adventure to safeguard the common folk and to undermine the plans of the rich, powerful, and arrogant. Their magic bolsters allies' spirits while casting doubt into foes' minds. Among bards, jesters are unmatched acrobats, and their ability to tumble, dodge, leap, and climb makes them slippery opponents in battle.

LEVEL 3: FIGHTING STYLE

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following Fighting Style Feats. Interception or Thrown Weapon Fighting.

LEVEL 3: TUMBLING TRICKSTER

At 3rd level, you master a variety of acrobatic techniques that allow you to evade danger. When you tumble, you gain the following benefits for the rest of your turn:

- ❖ As a bonus action you may take the Dash or Disengage action.
- ❖ You gain a climbing speed equal to your walking speed.
- ❖ You take half damage from falling.

LEVEL 6: FOOL'S INSIGHT

At 6th level, your ability to gather stories and lore gains a supernatural edge. You can cast detect thoughts without expending a spell slot a number of times equal to your Charisma modifier. You regain any expended uses of this ability after completing a long rest.



If a creature resists your attempt to probe deeper and succeeds at its saving throw against your detect thoughts, it immediately suffers an embarrassing social gaffe. They might loudly pass gas, unleash a thunderous burp, trip and fall, or be compelled to tell a tasteless joke.

LEVEL 14: LAST LAUGH

Your taunts and insults can turn even the strongest-willed opponents into blustering fools. When a creature within 60 feet of you that you can see fails a Wisdom or Charisma saving throw, you can use your Reaction to further humiliate them, reducing giving them disadvantage on their next attack roll and causing all attacks against them to be at advantage until the start of your next turn. You can use this ability a number of times equal to your Charisma modifier. You regain any expended uses of this ability after completing a long rest.

COLLEGE OF LORE

Bards of the College of Lore are found throughout Oerik, thriving in nearly every culture and society in some form. Not to be confused with the rarer *College Old Lore Bards*, these bards dedicate themselves to the collection and preservation of knowledge, stories, and songs from every corner of the world. They are driven by an insatiable curiosity, seeking to uncover forgotten histories, obscure legends, and the truths hidden within myths.

Lore bards often adapt to the cultural traditions of the regions they inhabit. In Nyrond, they might compose elegant poems of courtly love or meticulously record noble genealogies, ensuring the legacy of the realm's aristocracy endures. In Mur, a Lore bard may serve as a herald, capable of reciting the epics of that land's heroes, from the dawn of creation to the present day, weaving these tales into the fabric of Murian identity. Their mastery of lore and storytelling gives them a unique edge, allowing them to psychically harm, confuse, or distract foes with pointed words and deep insights. Additionally, their unparalleled breadth of knowledge enables them to tap into the spell lists of other classes, making them some of the most versatile spellcasters in Oerik. Whether serving as court historians, travelling storytellers, or cunning adventurers, Lore bards stand as the keepers of the world's stories and the wielders of its wisdom.

COLLEGE OF OLD LORE

Guardians of Ancient Balance and Forgotten Knowledge

Bards of the College of Old Lore—known as *Lyrists* among the Flan—are legendary figures who embody the rich traditions of the Old Faith and the wisdom of ancient Flan culture. Warriors, spies, poets, and woodland champions, these bards once served as heralds and advisors to Flan kings, protectors of the common folk, and keepers of lore long forgotten elsewhere in the Flanaess.

In the height of Flan civilization, the Old Faith permeated daily life, rooted not in strict worship but in a deep reverence for the Oerth Mother, Beory. This respect for nature as a guiding spiritual force shaped the culture, blurring the line between faith and way of life. Recognizing their limitations as political actors, the druids of the Old Faith formed an order of agents who could influence and protect the balance between civilization and nature—thus, the first true bards of the Flanaess were born. Known for their wisdom, knowledge, and a skill set almost as broad as a sage's, these bards became the practitioners of Old Lore, a mystical tradition that still endures.

These early bards were not only minstrels but noble-born diplomats and advisers, chosen for their ability to sway the hearts and minds of rulers and to guide society with a balanced, impartial hand. Their influence extended from king's courts to the secret groves of the druids, where they were entrusted with protecting the balance of the land. The bards of Old Lore understood that the ambitions of men, and the declining power of elves and dwarves, threatened the equilibrium of Oerik—a task the druids believed only these trusted agents could address.

However, the migratory Oeridians and Suloise, along with their new faiths and ways of life, pushed the Old Faith to the fringes, marginalizing the Flan culture and, with it, the College of Old Lore. Yet the tradition endured, adapting to a world that often overlooked its influence. Today, while noble blood is no longer required, aspiring Lyrists must still dedicate themselves to years of training, study, and the memorization of Flan history, legends, and genealogies.

To join this college, a candidate must not only be adept in martial combat but also possess the cunning and agility suited to espionage and courtly intrigue. Above all, a Lyrist must seek the natural order in all things, eschewing extremes of good or evil, law or chaos. In a world of shifting powers, they are the enduring voice of balance, tradition, and the Oerth Mother's ancient wisdom.

LEVEL 3: BONUS PROFICIENCIES

When you join the College of Old Lore at 3rd level, you gain proficiency with medium armor, shields and the spear.

LEVEL 3: FIGHTING STYLE

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following Fighting Style Feats. Dueling or Two-Weapon Fighting.

LEVEL 3: EXPANDED SPELL LIST

Your training and knowledge allow you to tap into the cycles of nature granting you access to certain spells.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the College of Old Lore Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

COLLEGE OF OLD LORE SPELLS

Spell Level	Spells
3	Animal Friendship, Druidcraft, Goodberry
5	Animal Messenger, Pass Without Trace
7	Plant Growth, Speak with Plants
9	Control Weather, Dominate Beast

LEVEL 6: BARDIC INSIGHT

Starting at 6th level, you gain proficiency in Perception and Stealth if you don't already have them. If you spend at least 1 minute observing or interacting with another creature, you learn the following attributes about the target: Intelligence score, Wisdom score, Deception score or any current conditions or magical effects currently affecting the target.

At the DM's option, you might also realize you know a piece of the creature's history, one of its personality traits, or something about its ecology, if it has any.

LEVEL 10: EXTRA ATTACK

Trained in swordplay as much as book learning, beginning at 10th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

LEVEL 14: ECHOES OF THE OLD FAITH

Your connection to the Oerth Mother and the Old Lore allows you to call upon ancient natural forces to protect or empower your allies. As an action, you can summon an aura of balance and harmony within 30 feet of you for 1 minute.

Choose one of the following effects:

Harmony's Grace. Allies within the aura gain temporary hit points equal to your Charisma modifier (minimum of 1) at the start of their turns and have advantage on saving throws against being charmed or frightened.

Nature's Fury. Enemies within the aura must make a Dexterity saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$) at the start of their turns or take 2d10 force damage as spectral vines lash at them.

Once you use this feature, you can't do so again until you finish a long rest.

COLLEGE OF SWORDS

Bards of the College of Swords, known as *Blades*, hail from a variety of regions across Oerik where showmanship and martial skill intertwine. In cosmopolitan centres like the Free City of Greyhawk, Blades find ample opportunities to perform daring feats of weapon mastery while blending into the city's bustling entertainment scene. Many use their performances as covers for clandestine activities, such as working as spies or enforcers for thieves' guilds or pursuing vigilante justice in the chaotic city streets.

In the lawless Bandit Kingdoms, Blades thrive in a land ruled by strength and cunning. Here, they may serve as the enforcers or lieutenants of powerful warlords, using their combat acumen and theatrical flair to intimidate rivals and inspire followers. Similarly, in the decadent courts of the

Great Kingdom, Blades dazzle nobles with their artistry while secretly acting as spies or assassins, caught in the dangerous game of imperial politics.

On the seas and coasts, Blades from the Sea Princes' domains and other maritime regions combine acrobatics and combat to entertain and survive. These bards often join pirate crews or coastal troupes, performing knife juggling and duels aboard swaying decks while doubling as deadly warriors in naval skirmishes.

The mysterious troupes of Blackmoor often include Blades whose performances border on the supernatural. In a region where arcane forces mingle with technological oddities, blades might mix martial skills with strange magical tricks, becoming stars of wandering circuses or festivals. They may also act as covert operatives, gathering intelligence for one of Blackmoor's many factions.

From the enigmatic circus troupes of Arn to the lawless docks of the Sea Princes, Blades combine artistry and martial skill in every corner of Oerik. Whether performing for coin, power, or justice, they are masters of their craft, equally at home dazzling a crowd or striking down an enemy with precision and style. Their unique mix of talent ensures that they rarely go unnoticed, no matter where their path takes them.

COLLEGE OF VALOR

Valor bards are far more than mere entertainers; they are vital figures whose artistry inspires heroism, unites companions, and safeguards the memory of legendary deeds. Through stories, epic poems, and stirring ballads, they embolden their allies and kindle courage in the face of adversity. Their origins are as varied as their talents: some rise from humble beginnings, such as urchins whose songs of hope uplift others as they carve out their own place in the world, while others hail from noble families, using their compositions—be they histories, operas, or theatrical works—to immortalise the triumphs and grandeur of their lineage.

These bards can be found across the diverse lands of Oerik, their talents uniquely shaped by local cultures and traditions. In the icy fjords and rugged halls of the North Kingdoms, the mighty Skalds raise battle chants that embolden warriors and shake the hearts of their enemies. Deep within the Crystalmist Mountains, the dwarven Chanters preserve the ancestral tales of their kin, their resonant voices echoing through the stone halls. In Zahind, they are the Gadhanevaala singers, renowned for weaving vibrant tapestries of sound and storytelling that celebrate their people's history and glory. Across the Kozan archipelago, the Ryu Kathakara, or *Tale tellers*, captivate audiences with lyrical narratives that carry the wisdom and heritage of their seafaring culture across the azure seas.

In Mur, Valour bards are both chroniclers and fierce participants in the region's martial traditions. They preserve

the rich history of Mur through vivid ballads and epic sagas that recount the triumphs of monster hunts, the glories of arena champions, and the victories of the Murian city-states. Often seen performing in the amphitheatres of Mura or accompanying warrior societies on perilous expeditions, their songs inspire courage and unity among their companions.

COLLEGE OF WHISPERS

These covert operatives thrive in the shadows, operating as spies, saboteurs, and manipulators wherever power and

intrigue flourish. Their talents are always in high demand, whether among the noble courts of the wealthy and influential or in the dimly lit corners of taverns frequented by thieves and mercenaries. Their unique skills make them indispensable in any setting where secrets are currency and a whisper can be deadlier than a sword.

Whisper bards can be found in royal palaces, seedy underworld hideouts, and everything in between. From the enigmatic courts of Tianshi to the bustling city of Rel Mord, they weave their subtle craft with equal finesse. Even in places like the Free City of Greyhawk, where their presence is both feared and celebrated, they leave an indelible mark, trading in rumours, blackmail, and carefully orchestrated chaos. These bards excel at blending in, becoming whoever their surroundings require—a noble confidant, a drunken entertainer, or a passing stranger with a knowing smile.

Among the most infamous groups of Whisper bards are the *Widows* of Zeir-i-Zeif, a feared and legendary all-female society based in the heart of the Baklunish lands. Operating primarily in the opulent city of Zeir-i-Zeif, the Widows are widely believed to have infiltrated the Sultan's harem itself, using their roles as courtesans to gain unparalleled access to the seat of power. Though their activities are cloaked in rumour and speculation, tales abound of how they subtly shape the politics of the Baklunish Empire, leveraging seduction, intrigue, and assassination with chilling precision. To their admirers, they are paragons of cunning and resourcefulness; to their enemies, they are a silent, ever-present threat that could strike at any moment. Whether serving kings, merchants, or their own enigmatic purposes, Whisper bards like the Widows embody the art of the unseen, proving that sometimes the most dangerous weapons are the secrets we keep.

CLERIC

Across Oerik, countless pantheons, gods, and faiths shape the lives of its inhabitants. Every major human ethnic group has at least one deity and often an entire pantheon tied to their culture. In regions where these pantheons overlap, tensions frequently arise, often escalating into conflict. Many deities, however, transcend cultural boundaries, appearing in multiple pantheons under different names, recognised and worshipped in varied forms by different peoples.

Clerics are as diverse as the gods they serve, hailing from all walks of life and reflecting the unique agendas of their deities. Typically, a cleric's alignment and interests align with their god's spheres of influence.

Authoritarians are drawn to *Cuthbert*, defenders of the downtrodden pledge themselves to *Trithereon*, and nature lovers follow *Obad-Hai* or *Ehlonna*. Farming communities often venerate *Phyton*, *Merrika*, or *Wenta*, while merchants and sailors seek the favour of *Zilchus*.



or *Xerbo*. Most faiths are inclusive, welcoming converts regardless of culture or gender.

Obedience to their deity's doctrines is paramount for clerics, and they must avoid any actions that contradict their faith's teachings. While most clerics worship individual gods, some, like those in the Celestial Empire, revere entire pantheons. Others follow unconventional paths, like adherents of *The Way*, who channel divine power much like clerics devoted to specific deities or pantheons.

Beyond adventuring, clerics play vital roles at all levels of society. They provide spiritual guidance, counselling, and medical care, aiding both the wealthy and the impoverished. Clerics purify water, cure diseases, and assist with childbirth, ensuring the well-being of their communities. While the rich may enjoy the exclusive attention of clerics, good-aligned priests, from the strict followers of *Pholtus* to the free-spirited *Trithereonites*, work tirelessly to improve the lives of the needy. The clerical domains presented in the 2024 *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything* all align with specific deities of Oerik. Additionally, new domains provide even more options, each tied to one or more gods within the varied pantheons of the world.

CLERIC SUBCLASSES

ARCANA DOMAIN

Masters of magic, keepers of secrets, and wielders of arcane power.

The Arcana Domain represents mastery over the magical forces that weave through the multiverse, embodying the secrets and raw power of arcane energy. Clerics of this domain are stewards of magical knowledge, often acting as both researchers and wielders of its immense potential. To some, magic is a profound responsibility, a gift requiring careful use and understanding of its impact on reality. To others, it is an unrestrained force, a tool of creation or destruction shaped by the will of its user.

Deities of the Arcana Domain are frequently associated with knowledge, as the pursuit of arcane mastery often goes hand-in-hand with intellectual enlightenment. Clerics who serve these gods delve into ancient tomes, uncover hidden truths, and explore the fundamental nature of existence through the lens of magic. They stand as defenders of magical secrets and practitioners of its most potent expressions.

Clerics of the Arcana Domain might be followers of: *Al-Zarad*, *Boccob*, *Ganara*, *Kulkatlan*, *Lodot*, *Wee Jas*.

BALANCE DOMAIN

Guardians of Equilibrium

Clerics of Balance dedicate themselves to maintaining equilibrium in all aspects of existence, striving to keep the scales of life and death, good and evil, and law and chaos perfectly aligned. They view extremes of any kind as dangerous and work to temper them, acting as mediators, arbitrators, and even enforcers of neutrality. These clerics often possess a detached, impartial perspective, recognising the necessity of every force within the cosmic order. They see their role as crucial to ensuring that no single aspect dominates, preserving harmony across the planes.

Clerics of this domain might perform rituals to honour both birth and death, resolve conflicts with even-handed judgment, or even wield their powers to intervene when imbalance threatens to disrupt the natural or cosmic order. Their abilities reflect their outlook, often providing tools to protect against extremes, nullify magical effects, or create harmony in their surroundings.

Clerics of the Balance Domain might be followers of: *Allitur*, *Atroa*, *Beory*, *Cyndor*, *Celestial Bureaucracy*, *Merrikka*, *Narahima*, *Rao*, *Vinu*, *Xan Yae*.

LEVEL 3: BALANCE DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Balance Domain Spells table, you thereafter always have the listed spells prepared.

BALANCE DOMAIN SPELLS

Spell Level	Spells
3	Bane, Bless,
5	Slow, Haste
7	Banishment, Death Ward
9	Commune, Dispel Evil and Good

LEVEL 3: POWER BALANCE

From 3rd level, your god(s) aids you in keeping the scales balanced during battle. When you are hit by a melee attack, you can use your reaction to make a melee weapon attack against the creature that hit you.

You can use this feature a number of times equal to your Proficiency bonus. You regain all expended uses when you finish a long rest.

LEVEL 3: SCALES OF LIFE AND DEATH

At 3rd level, when you are reduced to 0 HP but not killed, you can use your Channel Divinity to drop to 1 HP instead. If you attack the creature that reduced you to 0 hit points before the end of their turn, you have advantage on the attack roll, and if it hits the attack counts as a critical hit.

LEVEL 6: BALANCED MIND AND BODY

Starting at 6th level, you can use your Channel Divinity to realign yourself physically or mentally. As a Magic Action, you can end one effect on yourself that is causing you to be blinded, charmed, deafened, frightened, paralyzed, or poisoned.

LEVEL 17: KARMIC BALANCE

At 17th level, you have mastered the delicate art of balance, allowing you to shift the scales between harm and healing. Once per long rest, when you cast a spell that deals damage, you may choose to restore hit points to a creature within the spell's range equal to the damage dealt.

Alternatively, when you cast a spell that restores hit points to a creature, you may choose to deal damage to another creature within the spell's range equal to the amount healed. The target of this damage must make a Wisdom saving throw. On a failed save, they take damage equal to the healing provided; on a successful save, they take half damage.

CHANCE DOMAIN

Masters of Fortune, Weavers of Uncertainty.

Clerics of the Chance Domain embrace the unpredictable nature of existence, thriving in chaos and uncertainty. They are guided by the belief that life's greatest rewards come from the boldest risks. These clerics see fortune and misfortune as two sides of the same coin, wielding their divine gifts to manipulate chance for themselves or their allies. Masters of spontaneity, they exude an air of unpredictability, both in their actions and in the blessings or curses they bestow.

Their abilities often involve influencing probability, turning near-certain failure into unexpected success, or twisting the odds against their foes. They walk a fine line between chaos and control, embodying the neutral nature of chance itself. Clerics of this domain are gamblers, risk-takers, and opportunists, relying on their faith in the randomness of the cosmos to guide them to success.

Clerics of the Chance Domain might be followers of: *Istus, Lodot, Lona, Norebo, Ralishaz, Rudd, Vishar, Vinu, Zagyg.*

LEVEL 3: CHANCE DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Chance Domain Spells table, you thereafter always have the listed spells prepared.

CHANCE DOMAIN SPELLS

Spell Level	Spells
3	Bane, Chaos Bolt
5	Fortune's Favor, Mirror Image
7	Bestow Curse, Counter Spell
9	Confusion, Freedom of Movement

LEVEL 3: GAMBLER'S BLESSING

At 3rd level you gain proficiency in any two Gaming Sets of your choice. In addition, if you fail a saving throw, you can re-roll it, and you must use the new roll. You may use this feature a number of times equal to your proficiency bonus and you regain the ability to do so after a long rest.

LEVEL 3: STACKING THE DECK

At 3rd level, you can use your Channel Divinity to grant your allies a boost to their luck. As an action you can grant an ally you can see within 60 feet of you advantage on their next die roll. You can use this feature a number of times equal to your Wisdom modifier (minimum 1) and you regain the ability to do so after a long rest

LEVEL 6: TESTING FATE

Starting at 6th level, you can use your Channel Divinity to improve your luck in the most dire of circumstances. If you have failed a death saving throw, all further death saving throws to stabilize are rolled with advantage.

LEVEL 14: LUCKY STREAK

Beginning at 17th level whenever you or a creature that you can see makes an attack roll, damage roll, saving throw, or ability check, you can use your reaction to give that creature advantage or disadvantage on the roll.

COLD DOMAIN

Heralds of Frost, Bearers of Winter's Wrath and Tranquil Beauty.

Clerics of the Cold Domain draw upon the power of winter and frost, embodying both its harsh, unrelenting fury and its serene, tranquil beauty. Through their connection to their deity, these clerics wield the biting chill of winter as both a weapon and a shield, freezing their enemies in place while preserving their allies with the endurance of the cold. They channel the duality of winter—death and dormancy paired with renewal and resilience—making them versatile forces in both battle and times of peace.

Cold Domain deities vary greatly in temperament. Many are aloof and distant, reflecting the isolating nature of winter, but others, such as *Vatun*, are deeply invested in their followers and guide them with a commanding presence. These clerics serve as emissaries of their gods, spreading the influence of frost and snow wherever they tread.

Clerics of the Cold Domain might be followers of: *Borean, Telchur, Tharizdun, Vatun.*

LEVEL 3: COLD DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Cold Domain Spells table, you thereafter always have the listed spells prepared.

COLD DOMAIN SPELLS

Spell Level	Spells
3	Armor of Agathys, Frost Fingers
5	Misty Step, Snilloc's Snowball Storm
7	Elemental Weapon, Sleetstorm
9	Freedom of Movement, Ice Storm

LEVEL 3: ICE IN YOUR VEINS

Starting at 3rd level you are no longer bothered by freezing temperatures. You gain resistance to cold damage. In addition, you gain the Frostbite cantrip.

LEVEL 3: WINTER'S WARD

When you take this domain at 3rd level you can move across difficult terrain created by ice or snow without spending extra movement. While your ward is active, ice and snow covered surfaces are not Difficult Terrain for you.

Additionally, you may use an action to extend an aura of cold around you, freezing the ground. While the aura is active, the ground within 10ft of you becomes difficult terrain and your cold spells deal an extra 1d6 damage to creatures within this aura. The aura lasts for one minute or until you dispel it as an action.

You can use this feature a number of times equal to your Proficiency bonus. You regain all expended uses when you finish a long rest.

LEVEL 6: SHIELD OF FROST

As a reaction when you or an ally within 30 feet takes damage, you can summon a barrier of frost to absorb part of the blow. Reduce the damage by 2d10 + your Wisdom modifier, and the attacker's movement is reduced by 10 feet until the start of their next turn. You can use this feature a number of times equal to your proficiency bonus per long rest.

LEVEL 17: IMPROVED WINTER'S WARD

Starting at 17th level, you can withstand cold that would kill others and have improved your ability to radiate it. You are immune to cold damage if your Winter's Ward is active. The range of your Winter's Ward increases to 30 feet, affects any number of creatures of your choice within it, and your spells that deal cold damage to targets within it deal an extra 2d6 cold damage.

Additionally, creatures affected by your Winter's Ward have disadvantage on Dexterity checks and saving throws if they are not resistant or immune to cold damage.

DEATH DOMAIN

Harbingers of mortality and stewards of decay.

Clerics of the Death Domain embrace the grim inevitability of mortality, wielding the dark forces that bring an end to life. They are stewards of rot, decay, and morbidity, serving deities who revel in the cycle of destruction and the inevitability of death. These clerics are the harbingers of

doom, spreading fear and dread as they channel the powers of death and the negative energy that corrupts and consumes. Murder, pestilence, and the slow, inevitable decay of all things are their tools, and they see themselves as the rightful executors of these forces.

Clerics of this domain are almost universally evil in outlook, drawn to the allure of power that comes from wielding death as a weapon. On the Flanaess, the primary deity of the Death Domain is Nerull, the Reaper of Flesh, though many other gods across Oerik hold sway over death, rot, and murder.

Clerics of the Death Domain might be followers of: *Apocatequil, Beltar, Erythnul, Incabulos, Kapu, Meyanok, Nerull, Pyremius, Tharizdun, Zotle.*

DESTRUCTION DOMAIN

Heralds of ruin and wielders of divine wrath

Clerics of the Destruction Domain channel the raw, devastating power of ruin and annihilation, serving as instruments of wrath and devastation. Whether driven by mindless chaos or deliberate retribution, they embody the destructive forces of the gods they serve. These clerics wield their divine power to obliterate enemies, shatter obstacles, and sow terror, seeing destruction as a necessary and inevitable force in the cosmos.

Destruction Domain clerics often worship gods of war, violence, and vengeance, who delight in unleashing ruin upon their enemies or punishing those who defy their will. They are relentless in their pursuit of chaos or justice, standing as both harbingers of ruin and agents of divine retribution.

Clerics of the Destruction Domain might be followers of: *Beltar, Erythnul, Gruumsh, Hextor, Huracan, Kadar, Kanee, Meyanok, Pyremius, Tharizdun, Sinda.*

LEVEL 3: APPETITE FOR DESTRUCTION

Starting at 3rd level, your destructive acts fuel further expressions of devastation. If you kill a creature or destroy an object with a weapon attack, you can use your bonus action to immediately make one additional weapon attack.

LEVEL 3: DESTRUCTION DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Destruction Domain Spells table, you thereafter always have the listed spells prepared.

DESTRUCTION DOMAIN SPELLS

Spell Level	Spells
3	Burning Hands, Thunderwave
5	Flame Blade, Shatter
7	Erupting Earth, Fireball
9	Ice Storm, Wall of Fire

LEVEL 3: INSTRUMENT OF RUIN

When you choose this domain at 3rd level, you gain proficiency with martial weapons and heavy armor. In addition, you learn cantrips from any spell list that deal damage, which don't count against the number of cleric cantrips you know. They are cleric spells for you.

LEVEL 6: SHATTERED DEFENSES

At 6th level, you can use your Channel Divinity to channel destructive energy. You present your holy symbol and call upon your deity's unstoppable power to render a creature or object within 30 feet that you can see more susceptible to damage. The target gains vulnerability to all damage, which lasts until the start of your next turn.

LEVEL 17: AVATAR OF DESTRUCTION

Your focus on unbridled destruction distracts you from the pain of incoming blows. At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

FATE DOMAIN

Weavers of destiny and keepers of the cosmic order

Clerics of the Fate Domain are guided by the belief that every creature's path is woven into a grand tapestry, their fate predetermined by divine will or cosmic order. However, these clerics also hold that destiny is not immutable—it can be reshaped through extraordinary effort and determination. They serve as interpreters of the threads of fate, helping others understand the roles they play in the greater design, while also providing guidance and power to those seeking to forge their own destinies.

Unlike clerics of the Chance Domain, who revel in unpredictability and randomness, Fate Domain clerics focus on the inevitability and purpose behind each turn of fortune. They are often contemplative and measured, balancing reverence for the order of fate with a desire to assist in altering its course for those with the strength and will to do so.

Deities such as *Istus* exemplify this domain, as do many gods of law and order. Clerics of the *Celestial Bureaucracy* frequently fall under this domain, interpreting and enforcing the cosmic design while aiding mortals in navigating their place within it.

Clerics of the Fate Domain might be followers of: *Istus, Bhadra, the Celestial Bureaucracy, Cyndor, Narahima, Rajanash, Xan Yae*.

LEVEL 3: FATE DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level

specified in the Fate Domain Spells table, you thereafter always have the listed spells prepared.

FATE DOMAIN SPELLS

Spell Level	Spells
3	Guidance, Guiding Bolt
5	Augury, Zone of Truth
7	Bestow Curse, Revivify
9	Banishment, Divination

LEVEL 3: KARMIC INFLUENCE

Starting at 3rd level when you take this domain, when you or an ally within 30 feet is hit by a critical hit, you can mark the attacking creature until the end of your next turn. The next time you or an ally attacks the marked creature and hits, the attack automatically becomes a critical hit, regardless of the number rolled on the die.

LEVEL 3: TWO HEADED COIN

At 3rd level, your mastery over luck and fate has improved. As a reaction, when you cast a spell that forces a creature to make a saving throw, you can use your Channel Divinity to give them Disadvantage on that saving throw.

LEVEL 6: TWIST OF FATE

Starting at 6th level, you can use your Channel Divinity to nudge events toward preferable outcomes, whether that means the success of an ally or the failure of a foe. As a reaction, whenever a creature within 60 feet makes an ability check, or saving throw, you may choose to give that creature advantage or disadvantage (your choice) on the roll. You can use the feature a number of times equal to your Proficiency bonus and regain all expended uses on a Long Rest.

LEVEL 17: FATE'S CHOSEN ONE

Starting at 17th level, you gain proficiency in all saving throws (including death saving throws). When you fail a saving throw or ability check, you can instead choose to succeed on that roll. Once you use this feature, it cannot be used again until you finish a long rest.

FREEDOM DOMAIN

Champions of liberty and defenders of the oppressed.

Clerics of the Freedom Domain champion liberty, individuality, and the right to live unbound by oppressive laws or constraints. They believe that personal conscience is the highest form of guidance and advocate for minimal laws, only those necessary to protect the well-being and rights of the public. These clerics are deeply empathetic and value open dialogue, striving to ensure that every voice is heard and respected. While they prefer unanimous decisions within their group, they remain unwavering in their convictions and will act on their principles even if consensus cannot be reached.

Freedom Domain clerics stand against tyranny and oppression, using their divine gifts to protect those who cannot protect themselves. They inspire others to pursue their dreams and live authentically, embodying the ideal that freedom is worth any cost. Their abilities often focus on breaking bonds, dispelling control, and empowering others to overcome obstacles, whether physical or spiritual.

Clerics of the Freedom Domain might be followers of: *Berna, Darian, Ehlonna, Masaya, Olidammara, Parashi, Cuthbert, Trithereon, Veren, Sinda*.

LEVEL 3: FREEDOM DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Freedom Domain Spells table, you thereafter always have the listed spells prepared.

FREEDOM DOMAIN SPELLS

Spell Level	Spells
3	Expeditious Retreat, Sanctuary
5	Enhance Ability, Pass Without Trace
7	Dispel Magic, Remove Curse
9	Greater Invisibility, Guardian of Faith

LEVEL 3: CLEAR MINDS

At 3rd level, you can use your Channel Divinity to clear your allies' minds. As Magic Action, you present your holy symbol and call on the forces of liberty and freedom to generate a sphere of clarity. Any friendly creature within 30 feet of you gains immunity to being charmed and put to sleep for 1 minute. In addition, you immediately end the effects of any charm or magical sleep effects already on friendly creatures within 30 feet of you when you use this ability.

LEVEL 3: LIBERTY UNCHAINED

At 3rd level, you are an unstoppable beacon of freedom. All opportunity attacks against you are made with disadvantage and you have advantage on any opportunity attacks you make.

LEVEL 17: FREEDOM'S WRATH

When you or an ally within 30 feet is subjected to a condition or spell that restricts their movement or freedom (such as being restrained, paralyzed, or charmed), you can use your reaction to end the effect immediately and deal radiant damage equal to your cleric level to the creature that imposed it. This ability can be used a number of times equal to your Wisdom modifier per long rest.

FORGE DOMAIN

Masters of creation, wielders of flame, and protectors of the forge.

Clerics of the Forge Domain honour the transformative power of fire and metal, serving as patrons of creation, craftsmanship, and strength. These clerics embody the ideals of patience, diligence, and hard work, believing that even the rawest materials can be forged into something extraordinary

with the right tools and effort. From humble blacksmiths shaping plow blades to master artisans crafting legendary weapons, Forge Domain clerics find divine purpose in the act of creation.

These clerics often take on quests to recover objects lost to darkness, reclaim mines from hostile forces, and seek rare materials to craft magical items of unparalleled power. Proud of their craftsmanship, they view their creations as extensions of their devotion, using heavy armor and mighty weapons to defend themselves and those under their protection. Whether wielding a hammer in battle or at the forge, they stand as symbols of strength, endurance, and ingenuity.

Clerics of the Forge Domain might be followers of: *Aplan, Bleredd, Fortubo, Suwat, Ulaa, Xanag*.

GRAVE DOMAIN

Guardians of the boundary, destroyers of the defiled, and shepherds of the dying.

Clerics of the Grave Domain are stewards of the boundary between life and death, honouring the natural cycle and the sanctity of the afterlife. To these clerics, death is not an end to be feared, but an essential foundation of existence. They see the desecration of the dead, particularly through undeath, as a profound violation of the natural order, and they dedicate themselves to destroying such abominations wherever they arise.

These clerics also act as compassionate guides for the living, easing the suffering of the dying and offering solace to those who mourn. Their magic can temporarily stave off death, allowing those with unfulfilled destinies to complete their work, but they do so with reverence, knowing that death's claim cannot be denied forever. Grave Domain clerics are often found ensuring that burial rites are respected, the undead are eradicated, and wandering spirits are put to rest.

Clerics of the Grave Domain might be followers of: *Wee Jas, Beory, Ulaa, Zotzle*.

HUNT DOMAIN

Masters of the chase, protectors of the wild, and champions of the cycle of life and death

Clerics of the Hunt Domain embody the primal connection between predator and prey, honouring the gods who demand both respect for and mastery over the natural world. To these clerics, the hunt represents the cycle of life and death, a test of skill, cunning, and endurance. Some view the hunt as a sacred ritual, a grim necessity for survival, while others revel in the thrill of the chase and the satisfaction of a well-earned kill.

These clerics often act as guardians of the wild, protecting their sacred hunting grounds from defilers and guiding

their communities in sustainable practices. Their divine powers grant them heightened senses, mastery over tracking, and the ability to strike with lethal precision, reflecting the essence of the hunt itself. Whether pursuing beasts, monsters, or mortal foes, they embody the balance between predator and prey.

Clerics of the Hunt Domain might be followers of: *Obad-Hai, Parashi, Velnius, Phaulkon, Vatun*.

LEVEL 3: HUNT DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Hunt Domain Spells table, you thereafter always have the listed spells prepared.

HUNT DOMAIN SPELLS

Spell Level	Spells
3	Entangle, Hunter's Mark
5	Lesser Restoration, Pass Without Trace
7	Conjure Animals, Wind Wall
9	Dominate Beast, Locate Creature

LEVEL 3: HUNTMMASTER

Also at first level, you have mastered the art of living in the wilds. You gain proficiency in the Survival skill, and you have advantage on Wisdom (Survival) checks made to hunt or track beasts. In addition, you gain proficiency with long bows, short bows, light crossbows and nets.

LEVEL 3: INESCAPABLE HUNTER

Starting at 3rd level, you can use your Channel Divinity to stop your quarry in its tracks. When you hit a creature with a weapon attack on your turn, you can use your Channel Divinity as a bonus action to reduce that creature's speed to 0 until the start of your next turn.

LEVEL 6: RELENTLESS PURSUIT

Starting at 6th level, your attunement to the hunt allows you to react swiftly to prey attempting to escape your sight. When a creature you can see attempts to move to a location where it would no longer be visible to you, such as moving out of your line of sight, turning invisible, or successfully using Stealth to hide, you can use your reaction to make a single weapon attack against it before it disappears from view. For example:

If an enemy casts Invisibility and begins to vanish, you can strike them just as their form starts to fade.

If an opponent attempts to move behind cover or into a location that would block your line of sight, you can attack them before they leave your view.

If a creature attempts a Stealth check to hide while within your sight, you can react and attack them before they successfully conceal themselves.

LEVEL 17: UNERRING TRACKER

Your connection to the hunt allows you to pursue prey unerringly. You gain truesight out to 30 feet, and you can

sense the direction of any creature you have seen within the past 24 hours if they are within 1 mile of you. Additionally, you ignore penalties to attack rolls caused by cover, concealment, or darkness against creatures you have seen within the past hour.

KNOWLEDGE DOMAIN

Seekers of truth, keepers of lore, and stewards of enlightenment.

The Knowledge Domain honours the pursuit of learning, understanding, and the secrets that shape the multiverse. Clerics of this domain are scholars, researchers, and seekers of truth who believe that knowledge is the key to power and enlightenment. Whether they study the arcane mysteries of the cosmos, collect ancient tomes, or delve into the forgotten ruins of the past, these clerics dedicate their lives to uncovering and preserving what is hidden.

Gods of knowledge hold diverse philosophies. Some encourage the free sharing of wisdom in libraries, universities, and through teaching, while others guard their secrets jealously, offering insight only to the most devoted. Many clerics of this domain strive to use their knowledge for practical purposes, aiding communities with discoveries in craft, invention, and governance, while others focus on unlocking the profound mysteries of the multiverse to wield the power it holds.

Clerics of the Knowledge Domain might be followers of: *Al-Zarad, Allitur, the Celestial Bureaucracy, Boccob, Delleb, Ganara, Lirr, Pentlin, Rao, Zilchus*.

LIFE DOMAIN

Protectors of vitality and champions of life.

The Life Domain centres on the positive energy that sustains all life in the multiverse. Clerics of this domain are unparalleled healers, drawing upon divine life force to mend wounds, cure afflictions, and bring comfort to the suffering. They embody the nurturing power of creation, restoring balance and vitality wherever they go. Their abilities ensure that life thrives, whether in healing a battlefield's wounded, aiding a struggling community, or safeguarding the cycle of growth and renewal.

Clerics of the Life Domain are often associated with deities of agriculture, healing, endurance, or community. They might serve gods of the hearth, protectors of fertility, or divine patrons of mercy and compassion. These clerics are the backbone of many religious orders dedicated to healing, acting as mediators of divine intervention in moments of great need.

Clerics of the Life Domain might be followers of: *Alia, Atroa, Beory, Berei, Breeka, the Celestial Bureaucracy, Geshtai, Merrika, Pelor, Rao, Ulaa, Wenta, Zodal*.

LIGHT DOMAIN

Bringers of truth, bearers of radiance, destroyers of darkness.

The Light Domain embodies the divine radiance that illuminates the world, banishing darkness and revealing truth. Clerics of this domain are beacons of hope and enlightenment, wielding their deities' power to chase away shadows and expose lies. They burn with the brilliance of celestial fire, using their magic to destroy evil, uncover hidden truths, and inspire those around them. These clerics see their mission as both spiritual and practical, bringing clarity and renewal to a darkened world.

Clerics of the Light Domain often serve gods of truth, vigilance, insight, and beauty. Some are devoted to solar deities who represent the eternal cycle of day and night, guiding the sun's journey across the sky. Others follow gods of artistry and revelation, teaching that light is not only physical but a metaphor for the soul's enlightenment. Whether as guardians against deception or champions of artistic and moral purity, these clerics embody the divine power to illuminate and inspire.

Clerics of the Light Domain might be followers of:
Asura, Atar, the Celestial Bureaucracy, Joram, Lydia, Pelor, Pholtus, Nola, Rao.

NATURE DOMAIN

Protectors of the wild, stewards of the harvest, and champions of nature's balance.

The Nature Domain reflects the divine connection to the natural world in all its diversity, from untamed wilderness to cultivated farmlands. Clerics of this domain are champions of their gods' will, protecting and nurturing the balance of nature while advancing their deity's unique perspective. Whether safeguarding ancient forests, ensuring bountiful harvests, or striking down those who desecrate the land, these clerics act as conduits for the divine will of the natural world.

While druids often revere nature as a whole, clerics of the Nature Domain serve specific gods who represent aspects of the environment. These clerics are active defenders of their faith, wielding divine power to protect sacred groves, hunt down abominations that threaten the balance, and bring blessings—or retribution—to communities that depend on the land. Their powers reflect the beauty, ferocity, and resilience of nature itself.

Clerics of the Nature Domain might be followers of:
Beory, Berei, Breeka, Coathue, Ehlonna, Geshtai, Obad-Hai, Phaulkon, Phyton.

ORDER DOMAIN

Enforcers of justice, architects of harmony, and guardians of lawful order

The Order Domain embodies discipline, structure, and devotion to the laws that govern society, institutions, or philosophical systems. Clerics of this domain are champions of justice and logic, striving to uphold the rule of law and ensure that harmony prevails over chaos. They see law as the foundation of civilisation, a framework that binds individuals together in mutual obligations and protects against the destructive forces of anarchy.

Clerics of Order believe that laws create legitimate hierarchies, and leaders chosen by these laws must be obeyed. However, they also hold leaders accountable to the same principles they enforce, advocating for the removal of those who fail to protect or uphold the law. Through this balance of obedience and accountability, they aim to create a secure and stable multiverse where each individual fulfils their role.

Clerics of the Order Domain might be followers of: *Alia, Allitur, Bhadra, Cuthbert, Hadyan, Heironeous, Istus, Pholtus, Rajanash, Rao, Xamaclan, Xan Yae.*

PEACE DOMAIN

Mediators of harmony, champions of unity, and guardians of the way of peace.

The Peace Domain centres on harmony, unity, and the divine mission to foster understanding and compassion. Clerics of this domain are mediators and healers, striving to resolve conflict and nurture the bonds that hold communities and nations together. They believe peace is not merely the absence of conflict but a dynamic force that requires effort, empathy, and vigilance to maintain.

These clerics often preside over treaties, mediate disputes, and bless unions that strengthen alliances. Their magic bolsters cooperation and alleviates suffering, bringing people together to support and uplift one another. While they are champions of peace, they are not pacifists, and their divine power aids those who fight to protect and preserve harmony against forces that would disrupt it.

Clerics of the Peace Domain might be followers of: *Berna, Coathue, Geshtai, Lydia, Rao, Sotillion, Zodal.*

PROSPERITY DOMAIN

Patrons of fair trade, builders of fortune, and stewards of shared success.

The Prosperity Domain embodies the principles of trade, wealth, good fortune, and success. Clerics of this domain are devoted to ensuring fair dealings, fostering economic growth, and promoting diligence and sound judgment in the pursuit of material and communal well-being. Whether

assisting humble labourers or advising powerful merchants, these clerics see wealth as a tool to enrich lives and strengthen communities, not merely as an end in itself.

Clerics of prosperity are often shrewd yet fair, serving as trusted negotiators, business consultants, and financial advisors. Their temples frequently function as banks or centres of commerce, renowned for their impeccable integrity. Through their divine powers, they bless ventures, ensure fair trade, and intervene against fraud or economic injustice. They believe that wealth, when wisely cultivated and shared, creates stability and success for all involved.

Clerics of the Prosperity Domain might be followers of: *Bleredd, Celestial Bureaucracy, Geshtai, Mouqol, Pentlin, Rao, Uvot, Zilchus*.

LEVEL 3: BLESSED TRANSACTIONS

Whenever you or an ally within 30 feet makes an ability check related to trade, negotiation, or crafting (such as Persuasion, Insight, or relevant tool checks), you can use your reaction to grant advantage on the roll. You can use this feature a number of times equal to your proficiency bonus per long rest.

LEVEL 3: PROSPERITY DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Prosperity Domain Spells table, you thereafter always have the listed spells prepared.

PROSPERITY DOMAIN SPELLS

Spell Level	Spells
3	Bless, Identify
5	Augury, Zone of Truth
7	Beacon of Hope, Create Food & Water
9	Fabricate, Leomund's Secret Chest

LEVEL 3: HAGGLE

Starting at 3rd level when you take this domain, you gain proficiency in Insight and either Deception or Persuasion. In addition, you can use your Channel Divinity to sharpen your wits and hone your tongue to get the best prices. For 1 hour, you gain advantage on any skill checks you make against any creatures to negotiate prices or otherwise haggle. Each time you succeed on a skill check to purchase goods or services, you pay half price. Each time you succeed on a skill check to sell goods or services, you are paid double what was offered or its full value, whichever is higher. If you fail a haggling check, you pay (if buying) or are paid (if selling) normal price, and may not attempt another check against the same creature and cannot benefit from this effect again for the next 7 days.

This effect will not benefit you if the creature you attempt to haggle with is a construct, undead, or has an Intelligence score of 4 or less.

LEVEL 6: WINDFALL

At 6th level, your deity's divine influence brings you good fortune when it comes to finding treasure. Whenever you are awarded treasure in the form of coins or currency, gems, jewellery, art objects, or trade goods as a result of an encounter, the value of the treasure is increased by the result of a percentile die roll.

Example. A cleric finds a tapestry worth 100gp. The player rolls a 46 on percentile dice making the actual value of the tapestry 146gp instead.

LEVEL 17: DIVINE APPRAISAL

Your insight into value and potential reaches divine levels. As an action, you can target any non-magical or magical object or structure within 60 feet and reveal its true worth, purpose, and hidden properties, including curses or latent abilities. Additionally, you can instantly repair any damaged item or structure within range, restoring it to pristine condition. If the object is magical, its properties are enhanced, granting a +1 bonus to any applicable effects for 1 hour. You can use this feature once per long rest.

PROTECTION DOMAIN

Defenders of the weak, guardians of the innocent, and champions of safety.

The Protection Domain is devoted to deities who charge their followers with shielding the vulnerable and defending the innocent. Clerics of this domain are stalwart guardians who stand resolute in the face of danger, serving as shields against the evils of the world. They bolster the defenses of their communities, reinforce fortifications, and protect their allies both on and off the battlefield. For these clerics, protection is not passive; it is an active, courageous response to threats, ensuring that no harm comes to those under their care.

These clerics believe that a sturdy shield and well-forged armor are essential tools, second only to the strength of their conviction and a ready weapon to repel attackers. Whether safeguarding borderlands or leading the charge against marauding evils, clerics of the Protection Domain embody the ideals of courage, vigilance, and sacrifice.

Clerics of the Protection Domain might be followers of: *Heironeous, Cuthbert, Rao, Trithereon, Ulaa, Safeer*.

LEVEL 3: PROTECTION DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Protection Domain Spells table, you thereafter always have the listed spells prepared.

PROTECTION DOMAIN SPELLS

Spell Level	Spells
3	Sanctuary, Shield of Faith
5	Aid, Warding Bond
7	Counterspell, Spirit Guardians
9	Death Ward, Guardian of Faith

LEVEL 3: PROTECTION FIGHTING STYLE

Starting at 3rd level when you take this domain you gain the benefits of the Protection Fighting Technique feat. In addition, you gain proficiency in Heavy Armor.

LEVEL 3: RADIANT DEFENSE

Starting at 3rd level, you can use your Channel Divinity to cloak your allies in radiant armor. As an action, you channel blessed energy into an ally that you can see within 30 feet of you. The first time that ally is hit by an attack within the next minute, the attacker takes radiant damage equal to 1d8 + your cleric level. This damage increased to 2d8 at 6th level and 3d8 at 14th level.

LEVEL 6: BLESSED HEALER

Beginning at 6th level, the healing spells you cast on others can heal you as well. When you cast a spell with a spell slot and it restores hit points to any creature other than you this turn, you regain hit points equal to 2 + the spell's level.

LEVEL 17: INDOMITABLE DEFENSE

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage. As an action, you can temporarily give up this resistance and transfer it to one creature you touch. The creature keeps the resistance until the end of your next short or long rest or until you transfer it back to yourself as a bonus action.

STRENGTH DOMAIN

Embodiments of might and bearers of divine power.

The Strength Domain embodies the divine truth that power lies in physical might and unyielding resilience. Clerics of this domain believe that strength is not granted but earned through effort, training, and unwavering faith. Their deities imbue them with incredible physical power, allowing them to overcome obstacles and adversaries through sheer force. For these clerics, strength is a virtue and a tool for protecting allies, confronting foes, and shaping the world around them.

Through divine energy, Strength Domain clerics augment their own physical capabilities and gain access to spells and abilities that enhance their might and durability. They inspire others to push their limits, proving that through dedication and faith, even the most insurmountable challenges can be conquered.

Clerics of the Strength Domain might be followers of: *Llerg, Vatun, Herak, Kord.*

LEVEL 3: CONSECRATED PHYSIQUE

Starting at 3rd level, you eschew armour, instead wading into battle with only your chiselled physique and the powerful presence of your god to protect you. When you aren't wearing armor, your Armor Class equals 10 + your Strength modifier, + your Wisdom modifier. You can use a shield and

still gain its benefit to AC. In addition, you gain proficiency in the Intimidation skill.

LEVEL 3: GODLY MIGHT

At 3rd level, you can use your Channel Divinity as a bonus action to triple your maximum carrying capacity and maximum weight you can push, drag, or lift. This feature remains in effect until you finish a short or long rest.

LEVEL 3: STRENGTH DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Strength Domain Spells table, you thereafter always have the listed spells prepared.

STRENGTH DOMAIN SPELLS

Spell Level	Spells
3	Heroism, Thunderous Smite
5	Enhance Ability, Magic Weapon
7	Crusader's Mantle, Spirit Shroud
9	Aura of Life, Staggering Smite

LEVEL 6: UNYIELDING BRAWN

Starting at 6th level, you learn to bolster your Strength with that of your faith. You can add your Wisdom modifier to your Strength modifier when you make an attack roll, ability check, or saving throw using Strength.

Level 17: Hammering Strike

Starting at 17th level, the line between your mortal strength and your gods divine strength starts to become blurred. After you successfully hit a creature with a divine strike (*from the level 7 Cleric feature: Blessed Strikes*), the target, and all enemy creatures within 10ft of the target, must make a Strength saving throw against your spell save DC. On a failure, you may choose to either knock them prone or push them up to 10 feet away from you with a blast of divine strength.

TEMPEST DOMAIN

Heralds of the storm, wielders of lightning, and voices of divine wrath.

The Tempest Domain embodies the raw, untamed power of storms, sea, and sky. Clerics of this domain serve gods who command lightning and thunder, unleash hurricanes, and shape the winds and waters. These deities are often revered with awe and fear, their destructive might seen as both a force of justice and a means of survival for seafaring peoples. Tempest clerics channel their gods' power to inspire reverence, enforce righteousness, or demand sacrifices to appease divine wrath.

Clerics of the Tempest Domain are fearsome figures, wielding their deities' destructive power to smite enemies, protect allies, and impose divine will. They may be found guiding sailors through treacherous storms, delivering swift judgment with the crash of thunder, or striking terror into

the hearts of those who defy their gods. Their connection to the elements reflects the tempestuous nature of their divine patrons, bringing both devastation and renewal wherever they tread.

Clerics of the Tempest Domain might be followers of: *Huracan, Phyton, Procan, Seiran, Telchur, Vatun, Velnius, Xerbo*.

TIME DOMAIN

Guardians of the timeline, arbiters of destiny, and wielders of time's inexorable flow

The Time Domain embodies the inevitability of time's passage and its profound impact on the cosmos. Clerics of this domain are attuned to the relentless march of moments, understanding the delicate balance and order that time brings to all things. They are chosen by their deities to wield the extraordinary power of time manipulation, using it to uphold the natural flow of events and ensure that fate unfolds as the gods intended.

These clerics see undeath and unnatural immortality as grave violations of time's sacred laws, and they are relentless in their pursuit of such transgressions. By bending the flow of time, they intervene to protect the timeline from distortion, whether caused by mortal arrogance or cosmic interference. Their abilities allow them to hasten allies, delay enemies, and foresee pivotal moments, embodying the intricate, implacable nature of time itself.

Clerics of the Time Domain might be followers of: *Bhadra, Cyndor, Katay, Lendor, Vinu, Xan Yae*.

LEVEL 3: FORESIGHT

At 3rd level, you gain a degree of foreknowledge that improves your reaction time in combat. You can add your Wisdom modifier to your Initiative rolls.

LEVEL 3: TEMPORAL ADEPT

The river of time is slower to wash away your magic. When you cast a spell with a duration of 1 minute or longer, you can double that spell's duration. Once you have used this feature, you cannot do so again until you finish a long rest.

LEVEL 3: TIME DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Time Domain Spells table, you thereafter always have the listed spells prepared.

TIME DOMAIN SPELLS

Spell Level	Spells
3	Gift of Alacrity, Sanctuary
5	Augury, Hold Person
7	Haste, Slow
9	Banishment, Divination

LEVEL 6: REWIND TIME

Starting at 6th level, you can use your Channel Divinity to travel a small distance back in time. As a reaction when you make an ability check, saving throw, or attack roll, you can re-roll with advantage. You may choose to use this feature after seeing the result of the roll but before the outcome is determined. You must use the result of the second roll. You may use this feature a number of times equal to your proficiency bonus and regain all expended uses on a Long Rest.

LEVEL 17: TIME'S MASTER

At 17th level, you have bent time to your will. You gain the following benefits:

Ageless Existence. You experience no further physical effects from aging, you cannot be aged magically, and your natural lifespan is increased tenfold.

Chronal Awareness. You can perceive multiple timelines simultaneously, granting you unparalleled insight. You gain advantage on initiative rolls, and creatures within 30 feet of you cannot gain advantage on attack rolls against you.

Temporal Surge. You can use a bonus action to double your base walking speed until the end of your turn."

TRAVEL DOMAIN

Guides of the wandering and protectors of the journey.

The Travel Domain is dedicated to the gods who preside over movement, change, and exploration. Clerics of this domain embody freedom and curiosity, following their deities' example by embracing the journey itself as a sacred act. They wander far and wide, spreading the influence of their gods, assisting those in need, and uncovering new paths and possibilities. To them, travel represents growth, opportunity, and the breaking of boundaries, both physical and spiritual.

These clerics are rarely idle, driven by a divine calling to roam the world in service to their patrons. They may protect travelers, bless expeditions, or even chart unknown lands. Whether journeying alone or guiding others, they bring with them the blessings of their gods, ensuring safe passage and fostering a spirit of adventure wherever they go.

Clerics of the Travel Domain might be followers of: *Celestian, Fharlanghn, Geshtai, Osprem, Phaulkon, Procan, Trithereon, Velnius*.

LEVEL 3: BLESSED SWIFTNESS

You can bolster your speed using your magic. Whenever you cast a spell of 1st level or higher, with a casting time of 1 action, you can take the Dash or Disengage action as a bonus action. You must take this bonus action before your turn ends.

LEVEL 3: TRAVEL DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Travel Domain Spells table, you thereafter always have the listed spells prepared.

TRAVEL DOMAIN SPELLS

Spell Level	Spells
3	Feather Fall, Longstrider
5	Misty Step, Pass Without Trace
7	Fly, Water Walk
9	Dimension Door, Freedom of Movement

LEVEL 3: WELL TRAVELED

Starting at 3rd level, you gain proficiency in Navigator's tools and the Survival skill. Additionally, you always know which direction is north, and when traveling overland with your party, you are all unaffected by non-magical difficult terrain.

LEVEL 6: CLEAR A PATH

As a Magic Action, you can use your Channel Divinity to clear a path through enemies who would stop you and your friends. Choose 5' wide, 50' long line originating from you. All enemies in that line must make a Strength saving throw against your Spell DC or be pushed 10' away from the line and fall prone. You can maintain your concentration on this ability for up to 1 minute. While doing so, the line travels with you and enemies cannot enter the line without a successful Strength saving throw. Enemies ending their turn in the area of effect must succeed on a Strength saving throw or be pushed 10' away from the line and fall prone.

LEVEL 6: TIMELESS REFLEXES

Your mastery over time enhances your speed and awareness. You gain an additional reaction each round. Additionally, you cannot be surprised, and you have advantage on initiative rolls.

LEVEL 17: MASTER OF TIMELINES

You can exist across multiple points in time simultaneously. As a bonus action, you can create a temporal duplicate of yourself that lasts for 1 minute. The duplicate can move, cast spells, and take actions independently of you, but it shares your spell slots, hit points, and resources. If the duplicate takes damage, you can choose whether the damage is dealt to you or the duplicate. You can use this feature once per long rest.

TRICKERY DOMAIN

Masters of deception, champions of rebellion, and instigators of change.

The Trickery Domain embodies the power of deception, illusion, and mischief, championing change and disruption. Clerics of this domain are instigators and saboteurs, wielding divine magic to mock the mighty, liberate the oppressed, and challenge the status quo. They thrive on subterfuge and pranks, preferring cunning over direct confrontation and using their cleverness to outwit adversaries.

CHAPTER TWO | CHARACTER CLASSES

Gods of trickery are agents of change, rebellion, and unpredictability. They are patrons of thieves, gamblers, rebels, and outcasts, finding joy in undermining rigid hierarchies and oppressive traditions. Many Trickery Domain clerics operate in secrecy, aligning themselves with religious orders dedicated to destabilizing tyrannical regimes or corrupt institutions. Whether spreading chaos for a cause or for the sheer fun of it, they bring laughter, liberation, and the occasional headache to those in power.

Clerics of the Trickery Domain might be followers of: *Ganapati, Johydee, Kurell, Norebo, Ralishaz, Syrul, Vishar.*

TWILIGHT DOMAIN

Bringers of calm, and protectors of the dawn and dusk

The Twilight Domain reflects the serene balance between light and darkness, embodying the transition from day to night. Clerics of this domain serve as guardians of the twilight hours, bringing comfort and protection to those who seek rest and shielding them from the terrors that lurk in the shadows. They walk the line between illumination and obscurity, ensuring that the night becomes a time of peace rather than fear.

Gods of twilight oversee the boundaries of the natural cycle, offering protection during moments of vulnerability and transition. Their clerics bring light into the darkness, both metaphorically and literally, serving as vigilant protectors against nightmares and the dangers of the encroaching night. Whether calming frightened villagers or facing creatures that thrive in shadow, these clerics are beacons of safety and serenity.

Clerics of the Twilight Domain might be followers of: *Celestian, Kapu, Katay, Pholtus, Rao, Xan Yae.*

WAR DOMAIN

Leaders in battle, champions of valour, and wielders of divine fury.

The War Domain embodies the divine power behind conflict, whether as a crucible for heroism or a crucible of horrors. Clerics of this domain are fierce combatants and battlefield leaders, channeling their deities' power to inspire courage, reward valor, and drive acts of destruction. To these clerics, war is more than a struggle; it is a sacred act, where every strike is a prayer and every victory an offering to their god.

Gods of war are as varied as the battles they oversee. Some stand as paragons of honor, chivalry, and righteous struggle, while others revel in the chaos of destruction and pillage. Many take a neutral stance, supporting warriors regardless of cause, recognizing the inevitability of conflict as part of the cosmic order. Clerics of this domain fight not just with weapons but with divine power, shaping the tide of battle through their magic and presence.

Clerics of the War Domain might be followers of: *Grummsh, Heironoeus, Herak, Hextor, Kord, Pacal, Rao, Trithereon, Veren.*

DRUID

Druids, like clerics, are present wherever people and creatures have settled across Oerik. They act as stewards of the natural world, bridging the divide between civilization and wilderness. Many follow the teachings of the Old Faith, venerating nature gods such as Beory and Obad-Hai, who are foundational to its traditions. Others serve a variety of deities tied to specific aspects of nature, such as Atroa, Ehlonna, Phyton, or Vinar “The Green Man.” Among different cultures and races, deities like Tlazoteotl, Merikka, Rillifane Rallathil (wood elves), Sheela Peryroyl (halflings), Luthic (orcs), and Baervan Wildwanderer (gnomes) also inspire their followers.

**CHELISS, ELVEN WILDFIRE DRUID
OF THE SUSS FOREST**



Druids are not often adventurers in the traditional sense, seeking treasure or glory for its own sake. Instead, they may set out to fund their orders, deliver messages between druidic circles, mediate disputes, or oppose rivals who threaten their beliefs or the natural order. Some undertake journeys to observe the spread of civilization and its impact on the environment. While druids primarily thrive in rural and wilderness settings, their reach extends even to farming communities and remote settlements, where they act as guides and protectors of natural harmony.

Druidism is predominantly practiced by the Flan and Olman peoples in the Flanaess, where it is deeply rooted in their cultural identities. Small Oeridian druidic circles exist, typically focused on agricultural deities, but beyond the Flanaess, druids are rare. In those distant lands, druidism is often an individual pursuit or practiced by small bands, without the organized structures found in the Flanaess.

Most druids come from woodland regions like the Grandwood, Gamboge, or Adri Forests, where they have a strong connection to the natural world. Others hail from varied and more challenging terrains, such as the Crystalmist Mountains, the Vast Swamp, or the Bright Desert. Druids from these harsh environments are less common but often more inclined to adventure and interact with the broader world. Urban dwellers rarely join their ranks unless introduced to druidism through necessity or chance.

When druids retire from adventuring, they rarely claim territories or form independent factions. Instead, they often join established druidic orders, such as those aligned with the Old Faith. These orders focus on preserving the balance of nature and overseeing druidic activities across the Flanaess and beyond. The most accomplished druids may rise to positions of leadership, becoming Great Druids of specific regions or Grand Druids overseeing entire orders. However, harmony within these orders is not guaranteed—philosophical rivalries and territorial disputes, such as those between mountain and marsh druids, are common. Despite this, druids remain unified in their commitment to protecting the natural world and maintaining the balance of life.

DRUID SUBCLASSES

CIRCLE OF DREAMS

Guardians of dreamlike realms, and harbingers of serenity and joy.

Druids of the Circle of Dreams draw their power from the ethereal beauty of the Feywild, a realm where nature's splendour intertwines with dreamlike wonder. These druids serve as bridges between the Material Plane and the Feywild, their magic infused with the serenity, joy, and mystery of fey realms. They see themselves as custodians of hope and wonder, striving to bring the Feywild's dreamlike splendour into the waking world and to protect the natural beauty that connects both realms.

Circle of Dreams druids are most often found in regions where the veil between planes is thin and the influence of the Feywild is strong. Forests like the Gamboge, the Welkwood, and the Celadon Forest serve as their sanctuaries, gleaming with otherworldly radiance under their care. In these lands, they work alongside good-aligned fey to ensure the natural world flourishes and that the balance of life is upheld. Their domains are often places of respite, where weary travellers find unexpected peace, and the boundaries between dream and reality seem to fade. Many Circle of Dreams druids can be found at the *Faerie Court* of Queen Ylanda of Celene.

These druids see the natural world as a canvas for wonder. Through their magic, they heal wounds, uplift spirits, and inspire awe. They believe joy and hope are as essential to life as sunlight and rain, and their presence often transforms their surroundings into places of unparalleled beauty and tranquillity. However, their connection to the Feywild also makes them vigilant guardians against those who would defile its mysteries or exploit its magic for selfish gain.

CIRCLE OF THE LAND

Guardians of nature's balance and preservers of primal wisdom

Although Circle of the Land druids are found across Oerik, those of the Flanaess are deeply intertwined with the ancient Old Faith, embodying a druidic tradition that preserves the rites and knowledge of the natural world stretching back to the dawn of Oerth. Known on the Flanaess as the Circle of the Old Faith, these druids serve as living repositories of wisdom, safeguarding the delicate balance between civilization and wilderness. They draw power not only from the forces of nature they revere but also from the sacred traditions of the Old Faith, which embody the eternal cycles of life, death, and rebirth.

Druids of this circle are the stewards of sacred sites—places where the barrier between the material and mystical worlds is thin. Such locations include groves of towering oaks, windswept glens, and megalithic stone circles pulsating with primal energy. On the Flanaess, notable sites include the *Standing Stones of Celadon*, the *Great Tor* of the Vesve Forest,

and the *Moonwells* in the Vale of Esmerin in the Lortmils, each tied to the Old Faith's reverence for the natural world. Within these hallowed grounds, druids gather to perform ancient rituals in the Druidic tongue, honouring the spirits of nature and the deities of the Old Faith, such as Beory, Obad-Hai, and others associated with the cycles of the land.

Beyond the Flanaess, Circle of the Land druids follow similar principles but are rooted in different traditions that reflect their unique regions. From the vast steppes of the Baklunish West to the dense jungles of Hepmonaland, they share a common dedication to preserving balance while honouring their local spirits and deities. Though distinct from the Flan Old Faith, these druids mirror its reverence for nature and its cycles, embodying the same principles of harmony between mortals and the wild.

The Circle of the Land emphasises knowledge, teaching, and preservation. Its druids often serve as advisors, mediators, and protectors, guiding their communities through harsh winters, blessing crops, and safeguarding against unnatural threats. In regions such as the Cairn Hills, where Flan culture endures, these druids protect ancient burial grounds and sacred groves, ensuring the cycle of life continues undisturbed. They work closely with the bards of the Old Lore, preserving oral histories and sharing the Old Faith's secrets.

Each druid reflects their environment. A druid of the Adri Forest might defend its woodlands from encroaching civilisation, while one from the Bright Desert protects its fragile ecosystem and uncovers secrets buried beneath its sands. On the Thillonrian Peninsula, druids battle the elements to preserve life amidst the icy wilderness. Wherever they are, these druids embody the wisdom and adaptability required to sustain harmony in their chosen terrain.

CIRCLE OF THE MOON

Guardians of nature's fury and embodiments of the moon's primal power

Druids of the Circle of the Moon are shapeshifters and guardians of the untamed wilderness, drawing their power from the ever-changing cycles of the moon. These druids are deeply attuned to the primal forces of nature and its creatures, harnessing their transformative magic to become predators, protectors, and wanderers. They see the world through the eyes of the beasts they emulate, adapting to its challenges and embodying its resilience.

The Circle of the Moon thrives among the fiercely independent and nomadic cultures of Oerik. Among the Chakyik and the Wegwiur tribes, these druids are honoured as spiritual leaders, blending their mastery of transformation with the wild, migratory lifestyles of their people. In the exotic lands of Zahind, Circle of the Moon druids are tied to the jungles and savannahs, becoming apex predators such

as tigers and great eagles. The Amedio Jungle is another stronghold of this circle, where druids channel the feral strength of the rainforest's beasts to guard their sacred lands.

Further north, the Circle of the Moon is known among the Suel of the North Kingdoms, where they embody the forms of wolves, bears, and other creatures that stalk the harsh, frozen wilderness. These druids are often called upon to protect their kin from invaders and to hunt the monsters that threaten their survival. In all these regions, Circle of the Moon druids are viewed as intermediaries between their people and the animal spirits of the wild.

CIRCLE OF THE SEA

Guardians of the tides, stewards of the storm, and voices of the boundless sea.

Druids of the Circle of the Sea embody the raw, untamed power of oceans and storms, drawing their strength from the ever-changing tides and the roaring winds that sweep across Oerik's waters. These druids are deeply attuned to the rhythms of the sea, whether as calm and nurturing waves or as tempestuous and destructive storms. They see themselves as guardians of the oceans, protectors of marine life, and harbingers of the sea's fury against those who defile it.

Among the coastal regions and seafaring cultures of Oerik, Circle of the Sea druids are often revered as spiritual leaders and protectors. They are numerous along the *Sunelan Coast*, where they protect thriving fishing villages and maritime trade routes from supernatural threats and natural disasters. In these lands, they are seen as sacred intermediaries between their people and the unpredictable forces of the sea, blessing voyages and calling upon the tides for sustenance and guidance.



They are also found among the tribal peoples of the far west, in the lands of *Wunan* and *Taolaak*, where their connection to the ocean shapes their culture. These druids draw upon the rugged power of the coastline, blending their magic with ancient traditions tied to the surf and storm. They act as both spiritual guides and fierce defenders of their people, calling upon the sea's spirits to protect their shores and sustain their way of life.

Druids of this circle often choose distinct paths in how they relate to the sea. Some view themselves as nature's vengeance, wielding their powers to strike fear into those who harm marine life or pollute the waters. These druids are fierce and uncompromising, channeling the sea's wrath with devastating precision. Others seek mystical unity with the tides, harmonising with the ebb and flow of the currents and seeking wisdom in the depths of the sea. They act as mediators between the land and the ocean, fostering respect for the waters and ensuring balance.

CIRCLE OF THE SHEPHERD

Solitary guardians of the wild, defenders of the vulnerable, and voices of the spirits of nature

Druids of the Circle of the Shepherd are solitary mystics who protect animals and fey, believing these creatures to be sacred charges entrusted to them by the spirits of nature. They form deep bonds with the beasts of the wild and the enigmatic fey, serving as their guardians, mediators, and advocates. Shepherds prefer the quiet of remote forests, windswept plains, and secluded mountain glens, where the whispers of nature can guide their work. Occasionally, they gather in sacred groves or circles of standing stones to share knowledge, renew their connection to the spirits, and exchange news of their wanderings.

The Circle of the Shepherd exists across Oerik, wherever the vulnerable need protection. In the Vesve Forest, Shepherds stand against Iuz's minions, shielding the elves, gnomes and beasts of the woodlands alike. Along the coasts of Zahind and among the Sunelans, they protect marine creatures from exploitation, while in the Bright Desert, they defend the fragile lifeforms that endure the harsh sands. Shepherds see every creature as part of nature's balance and oppose those who hunt excessively, disrupt ecosystems, or encroach on sacred habitats.

CIRCLE OF SPORES

Stewards of decay and champions of life's renewal.

Druids of the Circle of Spores find profound beauty in decay, recognising it as a vital and transformative force in nature. To them, mold, fungi, and other agents of decomposition are not signs of death's finality but symbols of renewal and the continuity of life. These druids draw their power from the cycles of growth and decay, seeing death not as an end but as

a transition that allows new life to flourish in unexpected and wondrous ways.

Spore druids believe that life and death are interconnected, each feeding into the other in an endless, harmonious cycle. Fungi, with their ability to break down the old and nourish the new, embody this philosophy. Druids of the Circle of Spores see themselves as guardians of this delicate balance, ensuring that decay is not feared but respected as a necessary force in the natural order.

Circle of Spores druids often make their homes in dark forests, mist-shrouded bogs, and ancient ruins overrun by moss and fungi—places where decay and life intertwine in delicate balance. They wander the land as caretakers of the cycle, fostering decay where life has stagnated and nurturing new growth in places left barren. Regions like the Suss Forest, Vast Swamp, and the UnderOerth are known to host druids of this circle, where they work to preserve the natural flow of transformation.

CIRCLE OF THE STARS

Wielders of celestial power, and guardians of the cosmic balance.

The Circle of the Stars draws its power from the heavens, studying the patterns and constellations that illuminate the night sky. These druids believe that the cosmos holds secrets of creation, balance, and destiny, and by interpreting the stars' movements, they gain insight into the forces that shape the multiverse. Their magic is a reflection of the celestial order, granting them the ability to wield the energy of the stars to heal, guide, and protect.

Druids of this circle are often found in isolated observatories atop mountains, on windswept plains, or within sacred stone circles designed to align with celestial phenomena. Their rituals often coincide with celestial events, such as solstices, eclipses, and meteor showers, which they see as moments of heightened cosmic power.

While the Circle of the Stars is rare in the Flanaess, its practitioners are known among the Baklunish mystics of the Western Plains and the Zahind astrologers, who blend their starry insights with local traditions. In the Flanaess, they are often associated with remote mountain ranges and plains, such as the Crystalmists, Bright Desert, and Perrenland, where the night skies are clear and undisturbed.

Druids of this circle see the stars as both guides and protectors, using their light to navigate the complexities of the world. They often act as seers, offering prophetic visions and guidance based on the heavens' alignment. Others take a more active role, using their stellar magic to combat forces that threaten the natural balance or disrupt the cosmic order.

CIRCLE OF WILDFIRE

Guardians of the flame, stewards of renewal.

Druids of the Circle of Wildfire embrace the duality of destruction and renewal, seeing fire as a vital force in nature's cycle. They understand that fire clears the old and corrupt to make way for vibrant new growth, and they form bonds with primal wildfire spirits that embody this balance. Through these spirits, they wield flames with purpose, using them to purge blight, restore balance, and nurture rebirth.

Circle of Wildfire druids are most infamous in the *Flame Desert of Komal*, where their mastery of fire is both feared and revered. These druids tend the desert's fragile ecosystems, turning harsh blazes into tools of renewal and resilience. Their rituals in Komal are legendary, and druids from as far away as Zahind make pilgrimages to witness and partake in their fiery rites, seeking wisdom and inspiration.

These druids work in regions where destruction is a necessary precursor to life, from the volcanic slopes of the Hellfurnaces to the seasonal blazes of the Burneal Forest. They are protectors of balance, guiding flames to cleanse stagnation and corruption while ensuring that life rises stronger from the ashes.

FIGHTER

Fighters across Oerik represent the diverse martial traditions of its myriad cultures, reflecting the land's varied terrains, histories, and conflicts. From the disciplined legions of the *Great Kingdom* to the savage warbands of the *Hold of Stonefist*, Fighters embody the art of war, often serving as the backbone of armies or as wandering adventurers seeking fame, fortune, or vengeance. Their adaptability and skill with weapons and armour allow them to thrive in nearly any environment, making Fighters some of the most versatile warriors in the world. Each region of Oerik brings its unique influence to the fighter's craft, with techniques and equipment shaped by local resources, traditions, and threats.

In the Flanaess, Fighters from the *Shield Lands* and *Furyondy* favour heavy plate armour and longswords, often supplemented by large shields emblazoned with their heraldry. These knights and soldiers exemplify a chivalric tradition rooted in protecting the weak and defending their lands from monstrous incursions. By contrast, the warriors of the *Bandit Kingdoms* and the *Hold of Stonefist* rely on rugged chainmail or leather, preferring axes and spears for their brutal, close-quarters fighting styles. Their techniques emphasise strength and ferocity, designed to overwhelm foes in chaotic skirmishes rather than structured battles.

In *Mur*, Fighters embrace a more eclectic style, often blending martial techniques with displays of athleticism and pageantry. Gladiatorial combat in city-states like *Thefal*

and *Koreth* is a high art, with fighters donning exotic, brightly decorated armours and wielding unusual weapons such as tridents, nets, and swords. Their combat styles are not only practical but also designed to entertain the crowds, combining skill and showmanship in deadly duels. Similarly, in the southern jungles of the Sunelan Coast, Fighters often favour lighter armours and curved blades like falchions, adapting to the heat and uneven terrain of their environment. Their movements are fluid and graceful, designed to conserve energy and exploit openings in their opponent's defences.

Across the Baklunish lands Fighters are deeply influenced by the nomadic traditions of the horse lords of the Dry Steppes. Riders clad in lamellar armour (q.v.) wield bows and lances with deadly efficiency, mastering mounted combat as an extension of their lifestyle. Meanwhile, in the heavily forested regions like the Vesve Forest, Fighters incorporate guerrilla tactics, using light armour and bows for hit-and-run skirmishes.

In the far western reaches of Oerik, the Fighters of the Celestial Imperium and its neighbouring lands possess martial traditions distinct from those of the Flanaess, reflecting their cultural and philosophical differences. Here,

armour is often lighter and more flexible, crafted from lacquered wood, silk, and metal lamellae, designed to allow for swift, precise movements rather than the cumbersome durability of plate mail. Fighters commonly wield elegant weapons such as katanas, daos, and naganatas, which emphasise precision and technique over brute force. Shields are rare in these lands, with Fighters instead relying on speed, agility, and their ability to deflect or evade attacks. Martial schools in the Celestial Imperium are renowned for their disciplined training, teaching not only physical techniques but also the mental focus and spiritual balance that underpin their fighting styles. Duels and honour-bound combat are highly ritualised, elevating the art of war to a refined discipline that blends seamlessly with the culture's reverence for tradition and harmony.

FIGHTER SUBCLASSES

ARCANE ARCHER

Blending bowcraft and arcane might.

Arcane Archers in the *World of Greyhawk™* represent a rare and elite blending of martial skill and magical prowess, found among cultures and traditions that revere both combat and arcane artistry. These warriors are most commonly seen in regions where elven influence is strong, such as Celene, Sunndi, the Spindrifts, the Duchy of Ulek and the Vesve Forest, where ancient elven techniques in blending archery with magic have been passed down for centuries. However, their presence is not limited to the elves; humans of the Gnarley Forest and elsewhere have also studied and adapted these techniques, forging their own styles of arcane archery. Arcane Archers often serve as guardians of sacred groves, defenders of hidden arcane secrets, or elite warriors in noble courts, their enchanted arrows as much a display of their skill as their heritage.

The techniques of Arcane Archers vary across Greyhawk, influenced by the region and its magical traditions. In Celene, Arcane Archers are famed for their precision and elegance, crafting arrows imbued with elemental forces or designed to disrupt spellcasting. In the western Yatil Mountains of Tusmit, the isolated Baklunish communities have adapted the concept, merging arcane archery with their cultural mastery of elemental magic.

Beyond the Flanaess, Arcane Archers are celebrated in the far western lands of the Celestial Imperium and its neighbours, where archery is elevated to an art form. In these regions, Arcane Archers often serve as protectors of sacred shrines or imperial envoys, blending their bowcraft with techniques derived from their disciplined martial traditions and deep spiritual understanding of magic. In the jungles of the Amedio and Hepmonaland, Arcane Archers take on a more primal aspect and among the nomadic horse lords of the steppes, the blending of arcane magic with the deadly accuracy of their mounted archers creates a unique hybrid,



THORGIL COALIRON,
DWARVEN CHAMPION

with lightning-fast riders striking with arrows that shimmer with magical energy before vanishing into the horizon.

BATTLE MASTER

Tacticians of the battlefield.

Alongside the Champion, the Battle Master is the cornerstone of the fighter profession on Oerik. These two subclasses are found in every corner of the continent, from lowly bandits to mighty knights, offering unmatched flexibility for practitioners of martial combat.

Below are recommendations for crafting a Battle Master to reflect the diverse warrior archetypes found across Oerik. Each build includes suggested fighting styles, maneuvers, and feats to bring these characters to life.

CELESTIAL LEGIONARY

With nagninata in hand, you follow in the footsteps of the heroes of ages past. You rely on strict discipline and athleticism to overcome improbable odds. Whether fighting in ranks alongside your comrades or squaring off as a lone warrior, you're equal to the task.

Maneuvers. Brace, Lunging Attack, Parry, Precision Attack

Feats. Athlete, Defense, Grappler, Great Weapon Fighting, Polearm Master, Sentinel, Shield Master

EUROZARY TROOPER

Serving as the powerful and elite royal guard in Zeif, the *Eurozary Corp* is made up exclusively of Orcs (and a few half ogres) troops, raised from a young age in the Corp. They are widely respected in Zeif and feared outside that realm.

Maneuvers. Brace, Commanding Presence, Maneuvering Attack, Menacing Attack, Parry, Rally, Tactical Assessment

Feats. Defense, Durable, Great Weapon Fighting, Great Weapon Master, Heavy Armor Master, Polearm Master

FIST OF HEXTOR

Subtlety is not your style. You're trained to get straight into the fighting, busting through enemy lines and applying tremendous pressure quickly. Those who ignore you in combat do so at their peril.

Maneuvers. Menacing Attack, Lunging Attack, Pushing Attack, Sweeping Attack

Feats. Charger, Great Weapon Fighting, Great Weapon Master, Heavy Armor Master

FRUZTI SEA RAIDER

Dreaded along the Solnor coast from Ratik to the holds of the Sea Barons, the North Kingdom raiders make seasonal lightning raids all along the east coast of Oeirk where they are greatly feared. The Fruztii are amongst the most skilled seaman on the continent and their vessels are able to travel well upriver to reach settlements further inland.

Maneuvers. Brace, Disarming Attack, Feinting Attack, Lunging Attack, Menacing Attack, Parry, Sweeping Attack

Feats. Alert, Athlete, Charger, Dueling, Dual Wielder, Great Weapon Fighting, Great Weapon Master, Medium

Armor Master, Savage Attacker, Shield Master, Tough, Two-Weapon Fighting

GEOFFITE LONGBOWMAN

Renowned as far away as The Great Kingdoms, the longbowman of Geoff are unsurpassed in their skill and accuracy. Companies of Geoffite archers are in high demand when war breaks out and they have served the Kingdom of Keoland more than they have been called upon to defend their own nation.

Maneuvers. Ambush, Disarming Strike, Distracting Strike, Precision Attack, tactical Assessment

Feats. Alert, Archery, Piercer, Sharpshooter

KNIGHT OF THE SHIELD / ZEIFAN SPAHIS

When the cavalry is called in, that means you. You ride out to greet the northern bandit lords (or steppes raiders) with the point of your weapon. As you charge, the ground trembles, and only the heaviest blows can deter you.

Maneuvers. Lunging Attack, Menacing Attack, Precision Attack, Pushing Attack, Rally

Feats. Dueling, Heavy Armor Master, Mounted Combatant, Savage Attacker

MURIAN GLADIATOR

You've fought to increase your personal glory and to entertain crowds for sport. Along the way, you learned to use all manner of weapons to battle all kinds of adversaries. You're practical yet theatrical, and you know how to employ fear as an effective tool in a fight.

Fighting Style. Defense,

Maneuvers. Goading Attack, Menacing Attack, Sweeping Attack, Trip Attack

Feats. Athlete, Charger, Defense, Dual Wielder, Durable, Grappler, Savage Attacker, Tough, Two-Weapon Fighting

OLMAN/SUEL AMEDI GUERRILLA WARRIOR

You thrive amid the chaos of battle. You use your mobility and versatility in combat to soften your adversaries and disrupt their formations. An enemy's plan rarely survives contact with you.

Maneuvers. Ambush, Bait and Switch, Distracting Strike, Quick Toss, Tactical Assessment

Feats. Alert, Archery, Dual Wielder, Mobile, Skulker, Thrown Weapon Fighting, Two Handed Fighting

QUAG HIGHLANDER

The broad valley between the Yatils and Clatspur mountains was once a major Flan stronghold. As the Oeridians moved into the Flanaess and especially after the Great Kingdom founded of the *Viceroyalty of Ferrond*, most of the Flannae clans of the region were pushed into the highland as Oeridian settlers claimed the more fertile lands surrounding Lake Quag. These hardy Flan warriors maintain a fierce sense of independence and are usually armed with sword and targe (a round, wooden shield) or a greatsword known as a claymore.

Maneuvers. Ambush, Distracting Strike, Goading Attack, Lunging Attack, Menacing Attack, Pushing Attack, Rally

Feats. Charger, Dueling, Durable, Great Weapon Master, Mobile, Savage Attacker, Slasher, Tough, Two Weapon Fighting

RYUJIN DAIMYO

Daimyo means Commander or Lord in the Suh language. To you, battles unfold like a game of chess. You understand that strength and speed are important in a fight, but it takes intellect and experience to know how best to apply them. That's where you come in.

Maneuvers. Commander's Strike, Commanding Presence, Maneuvering Attack, Rally, Tactical Assessment

Feats. Alert, Defense, Heavy Armor Master, Inspiring Leader, Keen Mind, Linguis, Protection

SEA PRINCE DUELIST

You regard the duel as a proud tradition, a test of skill and wits that brings honour to those who can defeat an enemy while respecting the art. Your search for improvement is a consuming passion, and you draw on the expertise of the masters who've come before you as you work to perfect your form.

Maneuvers. Evasive Footwork, Feinting Attack, Lunging Attack, Parry, Precision Attack, Riposte

Feats. Defensive Duelist, Dueling, Dual Wielder, Observant, Savage Attacker, Two Weapon Fighting, Two Weapon Master

ULAKANDAR NOMAD

You find freedom in the saddle and a companion in your mount. A headlong charge into combat is a blunt instrument for oafs. You prefer mobility and range, opting to find advantageous positions that allow you to deal with foes at full gallop while evading the most dangerous threats.

Fighting Style. Archery

Maneuvers. Ambush, Distracting Strike, Goading Attack, Precision Attack, Quick Toss

Feats. Alert, Archery, Druable, Mounted Combatant, Observant, Sharpshooter

ULI PIT FIGHTER

Unlike the highly trained gladiators of Mur, you've been thrown into the fighting pits of Ull and survived. You've devised your own pragmatic fighting style and will do whatever it takes to win. While others might call you a dirty fighter, you're still alive.

Maneuvers. Ambush, Disarming Attack, Feinting Attack, Pushing Attack, Trip Attack

Feats. Athlete, Bland Fighting, Defense, Durable, Grappler, Resilient, Shield Master, Tavern Brawler, Tough, two Weapon Fighting

ZUNDALI BOXER

Where others rely on steel, you've got your fists. The art of boxing is an ancient and honourable one in Great Zundal and you've developed a superior technique that can help you overcome an enemy in an up-close fight.

Maneuvers. Evasive Footwork, Distracting Strike, Grappling Strike, Menacing Attack, Maneuvering Attack, Pushing Attack, Riposte, Trip Attack

Feats. Athlete, Durable, Grappler, Savage Attacker, Tavern Brawler, Unarmed Fighting

CAVALIER

Champions of honour; heirs to legacy.

Cavaliers are often drawn from the upper echelons of society, where their noble heritage and martial training set them apart as leaders both on the battlefield and in the adventuring life. Their skill in mounted combat, combined with a strong sense of duty or ambition, makes them a distinctive and formidable presence. Whether charging into battle as a symbol of their house's honour or embarking on quests to prove their worth, Cavaliers are as much defined by their social standing as they are by their prowess in war. These elite warriors are found across Oerik, from the disciplined Baklunish *Spahis* of the western steppes to the valiant *Knights of the Hart* in Furyondy, the feared *Knights Protector of Aerdy*, and the mystical *Unicorn Knights of Celene*. Each order reflects the unique cultural and martial traditions of their homeland while adhering to the cavalier's hallmark of mounted mastery and chivalric ideals.

Unlike other adventurers who must painstakingly build their power bases through reputation and renown, Cavaliers often start with a head start, thanks to their noble lineage. Many hail from prominent families with established estates, influence, and resources, allowing them to command respect and authority with relative ease. In some regions, such as the Great Kingdom or Keoland, it is common for noble families to encourage—or even require—their cavalier offspring to venture into the world as adventurers. These noble heirs often compete with their siblings or rivals to secure their inheritance, with their deeds and renown determining the eventual successor.

CHAMPION

Paragons of physical prowess and symbols of endurance.

Champion are the quintessential warriors of Oerik, representing raw martial talent and an indomitable spirit. Found in every corner of the continent, Champions rely on their exceptional physical prowess and refined technique to dominate the battlefield. They embody the ideal of personal excellence, often serving as the frontline in armies, as gladiatorial champions in arenas, or as celebrated heroes of local legends. In the Flanaess, Champions are often men-at-arms or mercenaries, with examples ranging from the bold defenders of Furyondy to the rugged soldiers of the Bandit Kingdoms or city guards in the Free City of Greyhawk. These fighters are known for their straightforward yet effective approach, relying on physical endurance and relentless determination to overcome their foes.

Beyond the Flanaess, the traditions of the Champion are equally revered. In the Celestial Imperium of the west, Champions are viewed as paragons of physical and spiritual balance, reflecting the culture's emphasis on harmony

between body and mind. Here, these Fighters often train in meditative combat forms that blend fluid movements with precise strikes, creating an elegant yet devastating style of combat. Champions in the steppes of the Baklunish lands and the jungles of Hepmonaland adopt more primal approaches, focusing on strength and survival in harsh environments.

ELDRITCH KNIGHT

Blending blade and the arcane

Eldritch Knights are the perfect fusion of arcane power and martial skill, blending magic with swordplay to become versatile and unpredictable warriors. In most lands of Oerik, this tradition is deeply respected, especially in regions where both magic and combat are highly valued. These warrior-mages are equally at home in the heat of battle or the quiet of arcane study, their combat style marked by precision, strategy, and the ability to harness destructive spells alongside their martial prowess. Eldritch Knights are particularly adept at controlling the battlefield, protecting their allies, and delivering devastating magical strikes at key moments.

Among the olvenfolk of Oerik, Eldritch Knights are not just common—they are the standard for warriors of their race. In realms such as Celene, Highfolk, and the elven enclaves of the Vesve Forest, the majority of elven Fighters are trained in both swordplay and magic from a young age. Their techniques blend seamlessly with their long-lived perspective, focusing on precision and artistry rather than brute force. Elven Eldritch Knights are often seen as guardians of ancient magical secrets and defenders of their homelands, wielding enchanted blades and calling forth arcane powers to hold the line against threats both mundane and supernatural.

Beyond the Flanaess, Eldritch Knights find a home in the disciplined ranks of the Celestial Imperium, where martial prowess is intertwined with a deep spiritual understanding of magic. Similarly, in the Baklunish lands, the Eldritch Knight tradition merges with the elemental magic of the region, creating warriors who wield fire, wind, and stone as extensions of their blades. Even in the harsh lands of the Dry Steppes and the rugged terrain of Hepmonaland, Eldritch Knights have adapted their craft to blend combat with the natural and mystical forces of their surroundings.

In lands where magic is highly regulated, such as some parts of the enigmatic nation of Shar or certain theocratic states, Eldritch Knights are rarer but no less formidable. Those who practice this blending of disciplines in secret often develop innovative ways to disguise their magic, relying on subtle enchantments and unexpected techniques to turn the tide of battle.

PSI WARRIOR

Warriors of mind and body.

Psi Warriors are rare and enigmatic figures in Oerik, blending physical mastery with the untapped power of the mind. Their psionic abilities allow them to transcend the limits of their physical forms, infusing their weapon strikes with psychic energy, manipulating the battlefield with telekinetic force, and shielding themselves and their allies with barriers of pure mental will. In many lands, the Psi Warrior tradition is shrouded in mystery, often associated with secretive orders or ancient teachings that emphasise discipline, focus, and inner strength. Their powers are as alien as they are awe-inspiring, and their presence in battle often leaves allies and foes alike in stunned reverence.

In the Flanaess, Psi Warriors are particularly rare but not unheard of. Across the Baklunish lands, the tradition of the Psi Warrior aligns well with their cultural respect for meditation and mental discipline, with some warrior-monks blending psionics into their martial training. Beyond the Flanaess, in the Celestial Imperium they are more common where they are considered guardians of balance and harmony, using their mental powers to protect sacred sites or enforce imperial decrees. These warriors are often recruited into elite orders where their psionic talents are honed alongside their martial skills, creating a cadre of defenders capable of astonishing feats.

PUGILIST

Champions of fists and fury.

Pugilists are found in every corner of Oerik, thriving in the places where discipline and brute determination are the keys to survival. Masters of unarmed combat and improvised weaponry, Pugilists carve their reputations in taverns, back alleys, and arenas, where their blend of agility, raw strength, and scrappy instincts shine. These fighters often eschew traditional arms and armour, turning their bodies into lethal weapons and relying on their wits to adapt to any situation. Whether fighting for glory, coin, or personal vengeance, the Pugilist stands as a symbol of self-reliance and unyielding spirit, ready to tackle any challenge with nothing but their fists and their resolve.

In the Flanaess, Pugilists thrive in urban centres like Greyhawk City, Dyvers, Radigast City and Niole Dra, where underground fighting pits and bare-knuckle brawling competitions attract a wide range of challengers. In the freewheeling lands of the Bandit Kingdoms, pit fighting is not only a form of entertainment but also a way to settle disputes and assert dominance. The city of Scant, is known for its raucous fight clubs that draw miners, mercenaries, and adventurers to prove their strength. Further north, in the bleak and lawless lands of the Hold of Stonefist, Pugilists often emerge as survivalists and enforcers, using their fists to thrive in a harsh and competitive society.

Perhaps nowhere is the tradition of pit fighting more infamous than in the lands of Ull, where brutal gladiatorial contests serve as a dark cornerstone of the region's culture. These pits are as much a blood sport as a political arena, where fighters not only entertain but also represent powerful factions vying for influence. Ull's Pugilists are particularly brutal, their combat style honed through constant exposure to life-or-death struggles. Winning a pit fight here can elevate a commoner to fame or doom an unworthy noble to obscurity, making it a crucible of survival and ambition.

LEVEL 3: SCRAPPER'S STYLE

At 3rd level, your training in unarmed combat and improvisation grants you the following benefits:

Iron Fists. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Grappler's Edge. You gain advantage on checks to grapple or escape grapples, and creatures you grapple take damage equal to your Strength modifier at the start of their turns.

Unarmored Defence. While you are not wearing armour, your AC equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

LEVEL 7: GROUND AND POUND

When you successfully grapple a creature, you can use your bonus action to make an unarmed strike against them. If you hit, the creature has disadvantage on attack rolls and Dexterity saving throws until the end of your next turn. In addition, you have resistance to bludgeoning damage from nonmagical sources.

LEVEL 10: KNOCKOUT BLOW

At 7th level, you can deliver a devastating strike to incapacitate an enemy. Once per short rest, when you hit a creature with an unarmed strike, you can force them to make a Constitution saving throw. On a failed save, the target has the Stunned condition until the start of your next turn. On a successful save, the target's Speed is halved until the start of your next turn, and the next attack roll made against the target before then has Advantage.

LEVEL 15: IMPROVISED ARSENAL

You've perfected the art of turning anything into a weapon, imbuing mundane objects with deadly versatility:

Improved Improvised Weapons. When wielding an improvised weapon, its damage increases to 1d10, and it gains the thrown property (20/60 feet) if it does not already have it.

Versatile Mastery. You can assign one weapon mastery property to any improvised weapon you wield, chosen from the following list: Cleave, Push, Sap, Slow, Topple, or Vex. This property remains in effect while you wield the weapon. You can choose a new mastery property for a given weapon at the start of your turn or when you pick up a new improvised weapon.

Bonus Action Combo. When you attack with an improvised weapon as part of the Attack action, you can immediately make one unarmed strike as a bonus action.

LEVEL 18: UNSTOPPABLE FORCE

At 18th level, you become the embodiment of resilience and ferocity, a living legend of raw determination and sheer physical power. When others falter, you stand unyielding, turning the tide of battle with every swing and strike. Your mastery of unarmed combat and improvised weaponry reaches unparalleled heights, and no foe can withstand your relentless assault.

Your unarmed strikes and attacks with improvised weapons bypass all resistances and immunities to bludgeoning, piercing, and slashing damage. Additionally, whenever you hit with an unarmed strike or improvised weapon, you can add your Constitution modifier to the damage.

In addition, when you score a critical hit with an unarmed strike or improvised weapon, you can make an additional attack as part of the same action. This additional attack can chain further if it results in a critical hit.

RUNE KNIGHT

Masters of runic power and wielders of ancient lore.

Rune Knights in Oerik are the inheritors of an ancient tradition, wielding the mystical power of runes to enhance their martial prowess and unlock supernatural abilities. This craft, rooted in the lore of giants, has been passed down through the ages and adapted by various cultures, most notably the Goliaths of the Crystalmist and Yatil Mountains, the Dwarves of the Lortmils and Iron Hills, and the Suel-descended rune carvers of the North Kingdom. Rune Knights draw on this ancient practice to inscribe their weapons, armour, and even their bodies with runes of power, channeling the primal magic of the giants to amplify their strength, resilience, and command over the battlefield.

Among the Goliaths, the tradition of rune crafting is deeply tied to their reverence for the elemental forces of nature and their legendary ancestors, believed to be descendants of stone and frost giants. Goliath Rune Knights often carve their runes into their armour or directly onto their skin, invoking the protection of the mountains and the fury of the storm. Their runes are as much a spiritual connection to their heritage as they are a source of power, and Goliath warriors who master this craft are revered as champions of their tribes.

For the Dwarves, rune carving is a sacred art, closely guarded by the smith-priests and runemasters of their great halls. Dwarven Rune Knights see their craft as an extension of their culture's dedication to craftsmanship and mastery over stone and metal. The Iron Hills, Lortmils, and Glorioles are renowned for their runesmiths, whose magical inscriptions on weapons and armour are prized by adventurers and kings alike. Dwarven Rune Knights are often tasked with protecting their holds or venturing out into the world to recover lost artefacts of giantkind, safeguarding the balance

of power between the small folk and their larger, more primal cousins.

In the North Kingdoms, the Suel people have preserved ancient rune lore passed down from their ancestors, who once dealt with the ancient giant civilization of the upper Javan valley. The Suel Rune Knights of the North Kingdoms often blend this tradition with their own arcane and martial practices, creating a unique hybrid of magical and martial prowess. These warriors are highly valued by the North Kingdom's rulers, serving as elite enforcers and agents. Suel Rune Knights often decorate their weapons and armour with runes of fire and frost, reflecting the elemental affinities of their people and the giants from whom they learned the craft.

SAMURAI

Unyielding warriors of honour and discipline

Samurai are warriors who embody discipline, honour, and unshakable resolve, drawing on an implacable fighting spirit to dominate their enemies. Their unwavering determination allows them to push through pain and fatigue, achieving feats of endurance and martial prowess that few can match. On Oerik, Samurai are most commonly associated with the Celestial Imperium and its neighbouring realms in western Oerik. Here, they serve as elite warriors and enforcers of their lords' will, bound by strict codes of honour that govern their actions both in battle and in life. The Samurai's

ODA NARUNATA,
SAMURAI OF ETO



combination of martial skill, indomitable will, and dedication to a higher cause makes them icons of loyalty and discipline.

In the Celestial Imperium, Samurai represent the pinnacle of martial tradition, blending physical mastery with a deeply ingrained cultural ethos of service and duty. These warriors often wield elegant weapons such as katanas, daos, and yumi (longbows), combining precision and efficiency with ceremonial artistry. Samurai serve their daimyos and the imperial court as soldiers, advisors, and guardians, upholding their lords' honour as their own. Their fighting spirit is central to their identity, allowing them to remain calm and focused in the heat of battle, even against overwhelming odds. Samurai in the Imperium are not only skilled combatants but also scholars, poets, and statesmen, reflecting their culture's ideal of the warrior as a well-rounded individual.

Interestingly, a similar warrior tradition has emerged among the hobgoblins of the Flanaess. Known as the *Grahktar* in the guttural tongue of the goblinoids, these warriors share many traits with their Samurai counterparts, including a rigid code of discipline and an intense focus on martial perfection. The Grahktar serve as commanders and champions within hobgoblin warbands, enforcing their strict hierarchy and leading their kin into battle with unwavering resolve. While the Grahktar lack the refined artistry of the Samurai, their pragmatism and ruthlessness make them equally effective. They wield traditional goblinoid weapons such as glaives, scimitars, and heavy crossbows, often enhanced with brutal, functional designs that prioritise effectiveness over elegance.

MONK

Monks are enigmatic warriors whose disciplined unity of mind and body grants them abilities far beyond the reach of ordinary mortals. Dedication to physical, mental, and spiritual perfection defines their path, and their rigorous training allows them to perform astonishing feats of agility, endurance, and combat. The nature of focus is a central tenet of monastic philosophy—some orders view it as a mental discipline that sharpens the mind to unparalleled clarity, others as a harmonious balance of physical and mental effort, and still others as a form of psionic potential. Regardless of interpretation, monks draw on this honed discipline to transcend ordinary limits, moving with precision and acting with unwavering purpose.

In the eastern Flanaess, monks are relatively rare, with a few notable exceptions. The *Scarlet Order*, infamous for its secretive and sinister agendas, has cultivated its own martial traditions, training adherents from childhood in the deadly combination of stealth, discipline, and ruthless efficiency. Scattered monasteries devoted to *Xan Yae*, goddess of balance and shadows, and *Zuoken*, patron of mental and physical discipline, can also be found throughout the region. These orders often blend martial arts

with spiritual or psionic elements, producing monks who are as contemplative as they are deadly. Their focus on balance and enlightenment contrasts starkly with the Scarlet Order's shadowy and pragmatic approach.

In western Oerik, monks are far more prevalent, with hundreds of monasteries teaching diverse philosophies and techniques. The Celestial Imperium is renowned as the heart of monastic tradition, with each monastery developing its own unique forms of combat and meditation. Here, monks serve as protectors of sacred sites, wandering sages, or advisors to rulers, their training viewed as a vital part of spiritual growth. Most practitioners of *The Way* in the west incorporate monastic training into their lives, believing that physical and mental discipline are essential to achieving balance. Monasteries in the west may require strict adherence to vows of poverty, humility, or silence, while others focus on practical skills, preparing their students to face the challenges of a turbulent world.

MONK SUBCLASSES

WARRIOR OF THE ASCENDANT DRAGON

Guardians against rising darkness.

The Way of the Ascendant Dragon represents a rare and revered monastic tradition across Oerik, blending martial discipline with draconic power. In the Flanaess, these monks are often seen as spiritual heirs to *Bahamut*, who is said to have founded the first monastery in the guise of a young monk. They channel their *focus* to emulate the might and majesty of dragons, striking with elemental force, bolstering their allies, and even soaring through the air on spectral wings. However, growing draconic activity across the Flanaess of late has cast a shadow over their path. Increasing reports of chromatic dragon raids and rumours of a rising cult seeking to free Tiamat from the Nine Hells have forced many Ascendant Dragon monks into action to investigate and confront this potential threat.

In the Celestial Imperium, this tradition takes on a unique aspect tied to the enigmatic Mist Dragons of the region. Revered as symbols of wisdom and balance, mist dragons are thought to guide monks seeking enlightenment, inspiring combat techniques that mirror the fluidity and sudden ferocity of the mists. Monks in the Imperium dedicate themselves to harmony with nature, viewing their connection to mist dragons as a sacred bond. Yet even here, the specter of Tiamat's cult looms, with whispers of chromatic corruption spreading in the west. Monks of this tradition now walk a precarious path, balancing their pursuit of draconic unity with the duty to stand against forces that would plunge the world into chaos.

WARRIOR OF THE ASTRAL SELF

Manifesting the soul's true form.

On Oerik, the Way of the Astral Self is an esoteric and mystical tradition, often tied to regions and philosophies that embrace the balance of the physical and spiritual. While rare, these monks are most commonly found in western Flanaess among isolated Baklunish monasteries devoted to Xan Yae, the goddess of twilight, shadows, and mental clarity. These monasteries see the astral self as the true expression of a monk's inner *focus*, a reflection of the goddess's teachings on the unity of the physical and mental realms. Disciples of this tradition often serve as wanderers and advisors, using their unique gifts to mediate conflicts and protect the balance between chaos and order.

In the west of Oerik, where monastic traditions are more widespread, the Way of the Astral Self is integrated into a variety of local philosophies. In the Celestial Imperium, these monks are sometimes seen as spiritual guides, their astral projections representing harmony between the material and celestial planes. Monasteries here often train monks to perfect their astral selves as embodiments of virtue, wisdom, or even the elemental forces of the universe. Some sects believe that the astral self is a direct connection to the stars, further tying these monks to the cosmic mysteries revered in western cultures.

Even among less traditional groups, such as the Scarlet Order, the concept of the astral self has found a foothold. Some Scarlet Order monks manipulate their astral projections as tools of domination, shaping their forms into intimidating or destructive manifestations. In darker interpretations of this path, the astral self may reflect the monk's ambition or inner turmoil, and some monasteries teach their students to harness these traits as weapons in their pursuit of power.

WARRIOR OF THE BALANCED MIND

Blending bowcraft and arcane might.

The Way of the Balanced Mind is a monastic tradition rooted in the teachings of *The Way*, a philosophical outlook and spiritual practice widespread in the western lands of Oerik, particularly in the Celestial Empire and its neighbouring nations. Followers of the Way embrace the principles of balance, seeking harmony between opposing forces: good and evil, chaos and order, and mind and body. Among these adherents, the *Kenja*—monks who combine physical mastery with psionic potential—serve as the militant guardians of this philosophy. They train from a young age, honing both their bodies and their latent psychic abilities to become warriors of unparalleled precision and mental focus.

Kenja are trained in remote monasteries such as the great temple of *Behow*, high in the Tyurzi Mountains, where the Wayist masters teach them to harness their psionic energy in

harmony with their physical movements. These monks learn to wield their minds as weapons, projecting psychic force to strike foes, defend themselves, or manipulate the battlefield. The path of the Balanced Mind emphasizes strict discipline, with adherents trained to maintain equilibrium in all aspects of life. For the Kenja, balance is not just an abstract goal—it is the source of their power, allowing them to transcend the limits of the body and reach the full potential of their minds.

Kenja monks are militantly neutral, standing apart from the struggles of good and evil or chaos and order, yet serving as arbiters when these forces threaten to upset the balance of the world. Their psionic abilities manifest in combat as powerful strikes imbued with telekinetic force, defensive barriers of pure thought, and the ability to anticipate and counter their enemies' moves through sheer mental clarity. These abilities make them highly sought after as warriors, emissaries, and mediators, though they remain fiercely loyal to the teachings of the Way and refuse to act for any cause that threatens their sacred balance.

LEVEL 3: TELEKINETIC MIND

At 3rd level, you've learned to unleash the powers of your mind. You learn the Mage Hand, Message and Mind Sliver cantrips. You can cast each without components and the mage hand is invisible. In addition, you are proficient in Intelligence saving throws.

LEVEL 6: MIND THRUST

You can focus your mental discipline into a devastating psychic attack, projecting a concentrated burst of psychic energy at a target within range. As an action, you can spend 1 *focus* point to unleash a psychic attack against a creature you can see within 30 feet. The target must make an Intelligence saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier). On a failed save the target takes 2d8 psychic damage and has disadvantage on the next saving throw it makes before the end of your next turn. On a successful save the target takes half as much damage and suffers no additional effects. The damage of your mind thrusts increases to 3d8 at 11th level and again to 4d8 at 17th level.

LEVEL 11: FORCE OF WILL

At 11th level, you have learned how to project your psychic energy into the physical world. As an action can spend 4 *focus* points to cast the Bigby's Hand spell. You can cast it without components and the hand is invisible. Wisdom is your spellcasting ability for this spell.

LEVEL 17: PSYCHIC SINGULARITY

As a Magic action you can expend 3 Focus Points to unleash a devastating burst of focused psychic energy, disrupting the minds of those around you. As an action, you create a psychic explosion in a 20-foot radius centered on yourself. Each creature of your choice within the area must make an Intelligence saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier). On a failed save a creature takes 6d10 psychic damage and is stunned until the end of your

next turn. On a successful save a creature takes half as much damage and is not stunned.

WARRIOR OF THE DRUNKEN MASTER

Masters of chaos and grace

The Way of the Drunken Master is an eccentric yet effective monastic tradition, blending unpredictability with deadly precision. While less common in the more disciplined eastern traditions, Drunken Masters can be found among the roguish and free-spirited regions of the Flanaess, particularly in cities like Greyhawk, Dyvers, and the Wild Coast, where taverns and fighting pits serve as training grounds for these unorthodox warriors. Their erratic movements, resembling the unsteady gait of a drunkard, are often dismissed by foes as incompetence—until those movements transform into a graceful flurry of devastating blows and impossible evasions.

The Way of the Drunken Master has deep roots in western Oerik, especially in the Celestial Imperium and Minyeo. Here, the tradition is celebrated as both an art form and a spiritual practice, its practitioners embodying the philosophy of adaptability and balance. Monasteries in these regions teach students to embrace fluidity in life and combat, encouraging them to flow like water, staggering unpredictably while maintaining perfect control. Some masters view the “drunken” style as a metaphor for the chaos of existence, teaching their disciples to find harmony within disorder.

Across Oerik, Drunken Masters are as likely to entertain as they are to fight. They often serve as wandering philosophers, jesters, or guardians of the downtrodden, delighting in using their antics to humble the arrogant or bring joy to those in despair. However, when the moment calls for battle, their seemingly chaotic movements mask an intricate dance of calculated blocks, parries, and strikes that leaves even the most seasoned opponents frustrated and defeated.

WARRIOR OF THE KENSEI ARTS

Masters of martial artistry.

A Kensei is a type of monk exclusive to the western lands of Oerik and the mystical region of Zahind, where martial arts and artistry blend seamlessly into a single discipline. Kensei monks dedicate themselves to the mastery of weapons, treating each blade, bow, or staff as an extension of their body and a medium for self-expression. Rooted in traditions that value precision, beauty, and discipline, the Warriors of the Kensei Arts transforms combat into an art form. For these monks, a weapon is not merely a tool of destruction but a means to embody the harmony between body, mind, and spirit.

In the Celestial Imperium, Kensei monks are celebrated as paragons of discipline and perfection, with their weapon techniques often integrated into rituals and ceremonies.

Many monasteries dedicated to this path train warriors who serve as protectors of sacred relics or enforcers of justice for noble houses. While the tradition originated with the mastery of the sword, it has since expanded to include other weapons, such as spears, bows, and even unusual or exotic armaments. Each Kensei monk chooses their weapon as a personal focus, refining their technique until the weapon becomes an extension of their will.

In Zahind, Kensei are tied to the region's rich tradition of spiritual artistry. Monks here are often both warriors and philosophers, using their weapons to express their beliefs and inner struggles. The martial styles of Zahind place particular emphasis on fluidity and grace, with Kensei techniques often compared to dances or calligraphy in motion. These monks are revered not only as guardians but also as performers who elevate combat to a form of cultural expression. The blending of martial and artistic mastery reflects Zahind's broader cultural emphasis on finding beauty even in the chaos of battle.

WARRIOR OF THE LONG DEATH

Devotees of Nerull, masters of mortality.

The way of the Long Death is a macabre monastic tradition found exclusively in the Flanaess, practiced by the most devoted followers of *Nerull*, the Flan god of death. These monks dedicate themselves to understanding the mechanics and inevitability of dying, seeking to wield the power of death itself as a weapon. Operating from hidden monasteries often located near ancient crypts, forgotten battlefields, or plague-stricken regions, they blend religious devotion with a morbid fascination for mortality. Through rigorous study and experimentation, they learn to manipulate the fear and essence of death, honing a fighting style that mirrors life's fragility and inevitability.

Monks of the Long Death are relentless in their pursuit of knowledge, capturing creatures to observe and record their final moments. To them, death is not merely an end but a tool to be understood and mastered. Their experiments often serve as rituals to honour *Nerull*, and the monastery halls echo with whispered prayers to the Reaper of Flesh. This dedication grants them unsettling abilities, from sapping the life force of enemies to projecting an aura of dread that

unnerves even the most stalwart foes. Many see their martial prowess as a dark reflection of *Nerull*'s own power, wielded to bring mortals closer to their inevitable end.

The tradition is most commonly associated with *Nerull*'s cults in regions like the Vast Swamp, the Honrned Society, and the Bone March. While many Flanaess inhabitants regard these monks as nothing short of heretical assassins, some rulers and tyrants secretly employ them as enforcers, valuing their deadly skills and ability to strike fear into enemies. Worshippers of *Nerull* often revere the monks as chosen agents of their god, believing their studies and techniques bring them closer to understanding the ultimate truths of existence.

WARRIOR OF MERCY

Wielding the life force to bring both salvation and an end to suffering.

The Way of Mercy is a monastic tradition found throughout Oerik, though its practitioners are most commonly seen in the Flanaess and the more mystical lands of western

Oerik. These monks manipulate the life force of others, walking a razor-thin line between healing and harm. They

are wandering physicians and spiritual guides, sought out by the suffering and feared by those who stand in their way.

Known for their distinctive masks, which symbolize their impartiality, they present themselves as faceless bringers of both life and death, their presence an omen of salvation or judgment.

In the Flanaess, monks of the Way of Mercy are often tied to orders devoted to deities like *Pelor*, *Rao*, or even *Wee Jas*. These orders teach that

mercy is not just kindness but the will to end suffering—whether by healing grievous wounds or granting a swift death to the dying. Their techniques allow them to channel *focus* into restorative energy, knitting flesh and restoring vitality with a touch, or to weaponize that same energy, delivering strikes that disrupt the life force of their foes. Wanderers by nature, these monks often travel the land to bring aid to the sick and wounded, while others act as executioners in the name of justice or divine will.



In western Oerik, particularly in the Celestial Imperium, monks of this tradition are seen as sacred mediators of balance. Here, they serve as both healers and exorcists, using their mastery of *focus* to cleanse corruption or banish malevolent spirits. Their masked visage, often painted with serene expressions or intricate symbols, underscores their dual role as preservers and destroyers. In Zahind, these monks are revered as mystical physicians who combine ancient martial arts with profound spiritual insight, offering their aid to kings and peasants alike.

WARRIOR OF THE OPEN HAND

Turning the body into a flawless weapon.

Warriors of the Open Hand are the quintessential monks, the iconic archetype of the martial artist in its purest form. Masters of unarmed combat, these monks hone their bodies and minds to perfection, learning techniques to strike with precision, trip or push their opponents, and manipulate their inner energy to shield themselves from harm. They embody the pinnacle of physical discipline, eschewing weapons for the power of their own bodies. Their mastery of hand-to-hand combat makes them legendary warriors, capable of standing against even the most heavily armed foes with nothing more than their fists and their focus.

In western Oerik, this tradition is widespread, with hundreds of monasteries dedicated to its teachings. The Celestial Imperium is particularly renowned for its Open Hand masters, where the tradition is celebrated as the purest expression of martial perfection. These monks train relentlessly, treating combat as both a physical discipline and a spiritual journey. Their techniques are viewed as an art form, combining devastating power with flowing, graceful movements that leave opponents both awestruck and defeated. From the soaring mountain temples of the Imperium to the sprawling cities of Zahind, Open Hand monks are both protectors and philosophers, using their skills to maintain harmony and balance.

In the Flanaess, however, monks of the Open Hand are rare, with the Scarlet Order being the only widely known practitioners. Where the Scarlet Order learned this ancient tradition remains a mystery, though many speculate they uncovered its secrets during their shadowy expeditions to the west. The Order's version of the Open Hand is far from the harmonious teachings of western monasteries, emphasizing ruthless efficiency and control. Scarlet Order monks employ these techniques as tools of domination, striking with precision to subdue or eliminate their enemies with terrifying ease.

WARRIOR OF SHADOW

Masters of stealth and subterfuge.

The Way of Shadow is a monastic tradition rooted in stealth, subterfuge, and lethal precision. Practitioners of this path are masters of the unseen, using their *focus* to meld

into darkness, silence their movements, and strike from the shadows. In the west of Oerik, these monks are often referred to as *ninjas*, their traditions tied to secretive clans or shadowy monasteries that operate outside the bounds of conventional morality. These monks serve as assassins, spies, and agents of intrigue, their deadly arts passed down through generations of families sworn to secrecy. Whether loyal to a clan or working independently, ninjas Warriors of Shadow are legendary for their ability to disappear into the night and eliminate targets with ruthless efficiency.

The shadow warrior monks of the Baklunish people, particularly those hailing from Ket, are masters of stealth and espionage, blending the mysticism of Baklunish traditions with the lethal precision of the Way of Shadow. These monks, often operating in secretive sects, are known for their unwavering loyalty to their missions and their unparalleled ability to blend into any environment. From the bustling markets of Zeif and the scholarly halls of Ekbir to the rugged terrain of Perrenland and the borderlands of Bissel and Veluna, these shadow warriors serve as spies, emissaries, and assassins. In the east, their activities have been noted as far as the Shield Lands and Greyhawk, where their subtle influence shapes political intrigue. Their methods are quiet but deadly, often leaving no trace of their presence aside from the ripple effects of their actions.

The Way of Shadow combines physical mastery with an almost supernatural control over *focus*, allowing monks to blend seamlessly into their surroundings, move with unparalleled silence, and strike with unerring precision. In western Oerik, shadow monasteries often take on the appearance of tight-knit clans, with rigid hierarchies and unwavering loyalty demanded of their students. Nobles and merchants alike covet the services of these shadow warriors, paying exorbitant fees for their aid. In contrast, the shadow monks of the Flanaess are often tied to religious or criminal networks, serving as tools of fear and control for their masters.

WARRIOR OF THE SUN SOUL

Champions of The Blinding Light!

The Way of the Sun Soul is a monastic tradition exclusive to the *Church of Pholtus*, revered as a divine path of discipline and enlightenment. These monks channel their life energy into searing bolts of radiant light, embodying Pholtus's creed of unwavering order and justice. Through intense meditation and devotion, they unlock the indomitable light within every living soul, using it to illuminate the path of righteousness and burn away corruption. In the *Theocracy of the Pale*, Sun Soul monks are not merely spiritual ascetics but serve as inquisitors, rooting out heresy and guiding the faithful with the blinding clarity of their radiant strikes. Their unyielding dedication to Pholtus's light makes them both inspiring leaders and fearsome adversaries.

Sun Soul monks are particularly prominent in Prestoria, the Pale's colony in western Oerik, where they bring Pholtus's

light to untamed lands. In *Prestoria*, these monks act as emissaries of the faith, striving to convert the populace while standing as defenders against the region's encroaching darkness. Their radiant abilities make them especially effective against undead and fiendish creatures, reinforcing their role as divine warriors of Pholtus's holy light. While their devotion to Pholtus's rigid doctrines occasionally sparks tension with local traditions, their resolve and miraculous abilities often earn them respect, if not fear.

Sun Soul monks teach that every soul has the potential for radiant clarity, though only those who dedicate themselves to Pholtus's principles can fully unleash its power. These monks are deeply tied to the Church's inquisitorial efforts, acting as enforcers of doctrine and defenders of the Pale's rigid moral code. Their radiant strikes and focus embody the dual nature of Pholtus's light: it guides the faithful but mercilessly burns away the impure.

PALADIN

A paladin is a warrior bound by a sacred oath, their unshakable resolve and devotion empowering them with divine magic to smite their foes and uphold their ideals. They fight for justice and righteousness, dedicating themselves to their oaths with unwavering conviction. Whether standing against evil or protecting the innocent, paladins embody the ideals of honour, sacrifice, and perseverance.

While devotion to a deity is not a strict requirement to take up the mantle of a paladin, in the Flanaess, most serve religious orders aligned with gods such as *Heironeous*, *Hextor*, *Cuthbert*, *Pelor*, and *Rao*. Other paladins swear their oaths to kings, nations, or noble causes, and some dedicate themselves to a singular quest or duty, pursuing it with relentless determination. Regardless of the source of their power, a paladin's strength lies in their unwavering adherence to their chosen path.

Each paladin abides by a code of honour, which differs depending on their order and oath. These codes are rarely inflexible or foolish, allowing for strategy and discretion. A paladin is not bound to charge recklessly into battle against overwhelming odds but is encouraged to use wisdom and cunning to achieve their goals. For instance, using the terrain to outmaneuver a red dragon rather than engaging it directly would align with their pragmatic sense of duty.

Paladins are commonly found among the *Knights of the Hart* and the *Knights of the Watch*, while those who follow the Oath of the Ancients often serve nature-focused groups like the *Rangers of the Gnarley Forest*. Paladins of Heironeous trace their lineage to *Arnd of Tdon*, a legendary figure who established the first paladins of the Invincible One among the Oeridian tribes before the Great Migrations. Many regard their order as the origin of the paladin tradition, a lineage that has inspired generations of holy warriors to uphold the light of justice.

PALADIN SUBCLASSES

OATH OF THE ANCIENTS

Guardians of nature's light and protectors of the wilds.

Paladins who swear the Oath of the Ancients dedicate themselves to preserving the light and beauty of the world, standing as protectors of life, nature, and the good that exists in the multiverse. For these paladins, nature and light are not only tools to combat evil but also symbols of hope and justice. They strive to reinforce these ideals in the lives of those they protect, using their powers to heal the broken, nurture the land, and strike down those who would destroy

**SIR STAVIN OF TRIGOL,
PALADIN OF CUTHBERT**



or corrupt it. Their connection to the natural world and its magic makes them formidable champions of good.

In the Flanaess, the majority of Oath of the Ancients paladins serve the *Faerie Kingdom of Celene*, acting as protectors of the elven people and their forested realms. A smaller contingent operates out of the valley of Highfolk, where they defend the lands of the High Vale against incursions and preserve its sylvan beauty. While most of these paladins are elves, humans have also been known to take up the oath, inspired by its ideals of preserving life and light. Rarely, one might encounter a tallfellow halfling or a gnome sworn to this path, their smaller stature belying the immense power of their resolve.

In western Oerik, a similar tradition exists among the spirit folk and yokai peoples, where the oath takes on a culturally distinct form. Here, Oath of the Ancients paladins are deeply connected to the spiritual essence of their surroundings, protecting sacred groves, rivers, and mountains. They act as guardians of harmony, balancing the natural world with the needs of their communities.

OATH OF CONQUEST

Relentless enforcers of order

The Oath of Conquest calls to paladins driven by an unyielding desire for domination and the absolute enforcement of order through the crushing of chaos. For these warriors, establishing control is not enough—they seek to impose their will so thoroughly that resistance becomes unthinkable. Known by titles such as tyrant and warlord, those who swear this oath often align themselves with gods of war, martial discipline, and tyranny or with philosophies of unrelenting strength. Their grim determination and ruthless tactics make them both feared and respected, as they embody the principle that might is the foundation of order.

Paladins of this oath frequently gather into martial orders dedicated to conquest and subjugation. The *Church of Hextor*, god of tyranny and war, is one of the most prominent institutions fostering these paladins in the Flanaess. The *Horned Society* is another dark haven for Conquest paladins, particularly those who embrace infernal power. Within this shadowy organisation, these paladins are known as *Knights of the Black Thorn*, blending the rigid discipline of law with the ruthless cunning of their infernal patrons. Their armour is adorned with fiendish iconography and trophies from vanquished foes, serving as grim warnings to those who dare oppose them. The Society employs these paladins to destabilise regions such as the Shield Lands and Furyondy, breaking rebellions and sowing fear through their unrelenting campaigns of terror.

In western Oerik, the *Ryuujin Empire* serves as a breeding ground for paladins of the Oath of Conquest, where their relentless philosophy aligns seamlessly with the empire's expansionist ambitions. Known for its repeated invasions of the neighbouring land of Minyeo, the Ryuujin Empire

venerates conquest as a divine right, and its paladins embody this belief. Clad in fearsome armour often adorned with dragon motifs, they lead imperial forces into battle, using their commanding presence and brutal tactics to break the will of their enemies.

OATH OF THE CROWN

Unyielding devotion to state and sovereign.

The Oath of the Crown is sworn by paladins who dedicate themselves to the service of their ruler, be they a king, grand duke, theocrat, or another sovereign authority. For these paladins, the principles of justice, law, and loyalty are paramount. They see the preservation of order as vital to the stability of their realms, upholding the laws of their land and speaking only the truth. As natural leaders, they stand as defenders of their oaths and their allies, willing to make any sacrifice to protect the sovereignty they serve.

This oath can represent a wide range of paladins across the eastern Oerik, tied to various knightly orders and noble causes. The *Knights of the Hart*, with their devotion to the defense of Furyondy, Veluna, and the Highfolk, are an ideal faction for these paladins. Similarly, in the Great Kingdom, where loyalty to the crown is a cornerstone of governance, many paladins of the Oath of the Crown serve as enforcers of imperial authority. These knights act as both protectors of the realm and symbols of their ruler's might, ensuring that justice is maintained and laws are respected.

In western Oerik, this oath finds expression among the royal guard of *Emperor Jiao*, an elite cadre of warriors sworn to protect the Celestial throne at all costs. Similarly, the Ryuujin Empire trains a select group of these paladins to serve as the vanguard of imperial order, enforcing the emperor's will with unshakable loyalty. In the Baklunish lands, the *Eurozary Corps* of the Sultan of Zeif includes paladins who swear the Oath of the Crown, blending martial discipline with a fierce dedication to the sultan's justice and protection of the Baklunish way of life.

OATH OF DEVOTION

Shields of the weak; vanquishers of evil.

The Oath of Devotion embodies the highest ideals of paladinhood: compassion, justice, and unwavering resolve. Paladins who swear this oath dedicate their lives to protecting the weak, smiting evil, and spreading light wherever darkness threatens to take hold. These noble warriors are guided by a profound sense of duty and morality, striving always to act with honour and integrity. They are trustworthy companions, steadfast allies, and willing to sacrifice themselves for the greater good, standing as living shields for those who cannot defend themselves.

In the Celestial Empire, the Oath of Devotion is far more common than anywhere else on Oerik, its ideals deeply woven into the region's spiritual and cultural fabric. These

paladins are celebrated as paragons of virtue, often serving as protectors of the empire's sacred sites, emissaries of peace, or champions of the people. Their compassion and humility make them beloved by the common folk, while their unyielding resolve against evil garners respect even from their enemies.

On the Flanaess, paladins of the Oath of Devotion often find inspiration in the teachings of *Rao*, god of peace and reason. These wanderers travel from village to village, offering aid and counsel, striving to resolve conflicts peacefully whenever possible. When forced to take up arms, they do so with sorrow but with the firm resolve that evil must be confronted. Others dedicate themselves to *Cuthbert* or *Pholtus*, blending the Oath's ideals of compassion with a commitment to justice and order. Devotees of *Trithereon* fight to protect the downtrodden and free the oppressed, while those who follow *Arvoreen* focus their efforts on safeguarding halfling communities and vulnerable populations.

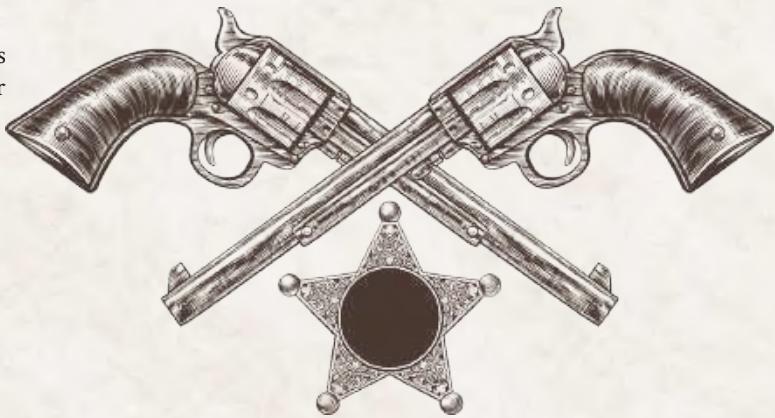
OATH OF GLORY

Forging legends through courage and heroism.

On Oerik, the Oath of Glory resonates most strongly with cultures that celebrate heroism, physical prowess, and the pursuit of renown. Paladins of this oath are most commonly found in *Mur*, a land defined by its emphasis on martial skill, outdoor life, and the quest for personal glory. The warrior ethos of Murian society aligns perfectly with the ideals of the Oath of Glory, and these paladins often rise as champions in the sacred hunting grounds, celebrated for their feats of bravery and prowess. They are living embodiments of Murian values, inspiring others through their deeds and serving as paragons of their culture's martial traditions.

Beyond Mur, the *Sunelan Coast Islanders* also foster a strong tradition of Glory paladins. Among these seafaring peoples, heroism is tied to both martial success and daring exploits on the waves. Paladins here are celebrated not only for their ability to protect their communities but also for their audacity in venturing into the unknown. Whether defending their islands from invaders or leading expeditions to uncharted waters, these paladins embody the adventurous spirit of their culture and the belief that courage and boldness are keys to glory.

The Touv of *Great Kundali*, known for their rich traditions of storytelling and spiritual exploration, also cultivate a unique form of the Oath of Glory. For the Touv, a paladin's pursuit of glory is intertwined with their community's cultural legacy. These paladins are as much keepers of tradition as they are warriors, weaving their own exploits into the epic histories of their people. They strive to be shining examples of courage and leadership, inspiring others to embrace the Touv philosophy of balancing individual achievement with the greater good.



OATH OF THE MARSHAL

Trailblazers of justice, wielders of invention, and champions of ingenuity in the fight against evil.

Marshals of Murlynd, also known as the *White Paladins*, are among the most unconventional holy warriors in all of Oerik. Sworn to the service of the enigmatic demigod Murlynd, they embody his ideals of curiosity, ingenuity, and justice. These paladins are trailblazers in every sense, pursuing an unquenchable fascination with the otherworldly and mechanical. Eschewing tradition, they incorporate technology and invention into their fight against evil, wielding devices and techniques that seem as strange as they are groundbreaking. Their strong will and sense of individuality are tempered by an unshakable commitment to honour and the protection of the innocent.

Marshals of Murlynd are easily recognised by their unusual attire, which reflects their inventive spirit and non-conformist nature. Their armour and clothing are a hodgepodge of self-crafted and scavenged pieces: foreign wide-brimmed hats, breastplates forged with alien designs, shirts of chainmail paired with leather breeches or pantaloons, and other esoteric combinations. Central to their raiment is the six-pointed star of Murlynd, proudly displayed as a badge of their devotion. This star, often engraved, embroidered, or inlaid with precious metals, signifies their allegiance to the ideals of ingenuity and justice championed by their patron.

The White Paladins' most iconic invention, and their most jealously guarded secret, is the *Firebrand*, a weapon of mechanical and alchemical design that delivers devastating power. Firebrands, rumoured to resemble handheld devices capable of emitting bursts of flame or projectile force, are the ultimate expression of their ingenuity and serve as symbols of their dual mastery of technology and faith. Only the most dedicated Marshals are entrusted with these weapons, which they use to strike down evil and defend the innocent in ways that traditional weapons cannot match.

Unlike many paladins, the White Paladins are non-conformists, unbound by the rigid codes that govern other orders. Yet, they uphold a strong sense of justice and honour, guided by Murlynd's principles. They are relentless in their pursuit of new ideas and unafraid to challenge convention if

it means bettering the world. In their travels, these Marshals often act as emissaries of Murlynd's philosophy, spreading his teachings of ingenuity, fairness, and courage while confronting the forces of darkness with their unique blend of skill, invention, and conviction.

LEVEL 3: OATH OF THE MARSHAL SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of the Marshal Spells table, you thereafter always have the listed spells prepared.

OATH OF THE MARSHAL SPELLS

Spell Level	Spells
3	Magic Missile, Mending, Shield
5	Shatter, Heat Metal
9	Dispel Magic, Counterspell
13	Fabricate, Summon Construct
17	Animate Object, Legend Lore

LEVEL 3: SECRET OF THE FIREBRAND

Starting at 3rd level, you unlock the sacred knowledge of Murlynd's legendary weapon: the *Firebrand*, a magical ranged weapon infused with divine ingenuity. As a bonus action, you can conjure your firebrand into your hand, and you are considered proficient with its use. Any feat, spell, or class feature that applies to crossbows also applies to your firebrand.

Your firebrand has 6 charges. As an action, you can make a ranged attack with it (range: 60/120), expending one charge. The firebrand fires small, glowing metallic balls with incredible precision, capable of piercing flesh and penetrating even tough hides. On a successful hit, the target takes 2d6 piercing damage. You regain any expended charges on a short or long rest. This recharges all six charges. Your Firebrand is considered a magic weapon when overcoming resistances.

Your firebrand disappears if it is more than 5 feet away from you for 1 minute or longer. It also vanishes if you summon it again, dismiss it (no action required), or if you die.

LEVEL 7: UNYIELDING GRIT

At 7th level, your unrelenting determination allows you to push through adversity and inspire those around you. When you or an ally within 10 feet of you takes damage, you can use your reaction to grant temporary hit points equal to your Charisma modifier (minimum of 1) + your proficiency bonus to that creature. These temporary hit points last until the start of your next turn.

Additionally, while you are conscious, you and friendly creatures within 10 feet of you cannot be frightened. At 18th level, the range of this aura increases to 30 feet.

LEVEL 15: REVERSE ENGINEERING

Beginning at 15th level, you have learned to unlock the formulae of magic items in your possession. By spending one hour in a ritual you may transfer any magical enchantment from one item to your firebrand. The time it takes to transfer a magical enchantment is as follows: Common: 2 days, Uncommon: 10 days, Rare: 50 days, Very Rare: 150 days, Legendary: 365 days. During the ritual, there are no additional lifestyle costs, but the item being used as the source of the enchantment is permanently destroyed once the process is complete. If your firebrand already has a magical enchantment, transferring a new enchantment to it will erase the previous one.

LEVEL 20: LAST MAN STANDING

At 20th level, your grit is indomitable. So long as at least one of your allies is not paralyzed, unconscious, incapacitated or dead, you cannot be knocked unconscious, paralyzed, incapacitated or killed. If you are reduced to 0 hit points but not killed outright, you drop to 1 hit point instead. So long as at least one of your allies still stands, you cannot be killed unless you take damage equal to or exceeding your max hp in a single round.

Once your final ally is unconscious, paralyzed, incapacitated or dead, you immediately drop to 0 hp and fall unconscious. This feature can be used once. Should you be brought back from the dead by soem means, you regain the use of this feature after a long rest.

OATH OF REDEPMTION

Champions of mercy and justice.

The Oath of Redemption is a challenging and noble path for paladins in the world of Greyhawk, demanding great strength of will, compassion, and faith. Paladins who dedicate themselves to this oath believe that the spark of goodness lies within all mortals and that anyone can walk the path of benevolence and justice if guided with patience and understanding. They strive to turn foes toward the light, using their words and deeds to inspire change and their weapons only when no other option remains. They stand as beacons of hope, seeking to heal wounds, bridge divides, and transform hatred into harmony.

In the Flanaess, these paladins are frequently associated with Rao, the god of peace, reason, and serenity. Redemption paladins wander the lands, mediating disputes, offering wisdom to the troubled, and striving to resolve conflicts without bloodshed. Their efforts are often focused on war-torn regions, such as the borders of Furyondy and Iuz, where their work brings hope to the oppressed and challenges the hearts of evildoers. Some Redemption paladins also serve Cuthbert, seeking to temper his stern justice with mercy, or Trithereon, blending their redemptive ideals with his fiery passion for freedom.

Paladins of the Oath of Redemption are not naïve, however. They know that true evil exists in the world—undead, demons, devils, and other supernatural threats that embody malevolence. Against such foes, these paladins bring the full wrath of their spells and weapons, acknowledging that redemption may be beyond their reach but still praying for the day such creatures might choose to turn toward the light. This balance of mercy and righteous fury defines the paladin’s path, allowing them to act decisively when lives are at stake while holding fast to their ideals of hope and forgiveness.

In western Oerik, the Celestial Imperium sees a unique form of this oath among its Spirit Folk paladins, who blend the tenets of redemption with their deep connection to the spiritual essence of their land.

OATH OF SHENANIGANS (GNOMES ONLY)

Guardians of the burrows, champions of cleverness, wielders of mirth, brighteners of the darkest days, and warriors of wit and steel.

The *Divine Defenders of Garl Glittergold* are not your normal righteous and stoic warriors of faith. As champions of the “*Forgotten Folk*”, they seek to brighten the gloomiest moments with a quip or well placed prank. When threatened with violence they remain vigilant, protecting the weak and seeking out hostile races, especially kobolds, who are their hated rivals. Divine Defenders are respected leaders among the gnomes but are rarely taken seriously by the taller races which soon find themselves the butt of the joke. They generally don flashy outfits and tend to wear medium armor often painted in bright colours. They also tend to wear their holy symbol (a gold nugget) around their neck as opposed to on their shield but either way is accepted. These paladins try to make their community a brighter place in thought, word and deed.

LEVEL 3: OATH OF SHENANIGANS SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Shenanigans Spells table, you thereafter always have the listed spells prepared.

OATH OF SHENANIGANS SPELLS

Spell Level	Spells
3	Grease, Prestidigitation, Tasha’s Hideous Laughter
5	Invisibility, Mirror image
9	Hypnotic Pattern, Stinking Cloud
13	Greater Invisibility, Confusion
17	Mislead, Modify Memory

RESTRICTED SUBCLASS

This subclass is dedicated to Garl Glittergold, the mischievous head of the Gnome pantheon. As such it is restricted to characters of Gnome lineage.



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LEVEL 3: TAUNT

As a Magic action, you can expend one use of your Channel Divinity to target any number of creatures who can see or hear within 60 feet equal to your Charisma modifier. Those creatures you target must make a Wisdom saving throw. If they fail, for the next minute they must use their action on their turn to attack *only* you. Enemies can still use their move and bonus action (if any) freely. If they are not able to attack then their action is wasted as they jump up and down cursing at you. They may repeat this saving throw at the end of each of their turns to end the effect.

LEVEL 7: PRANKSTER'S AURA

At 7th level, when an enemy is within your aura attacks an ally, you may use your reaction to impose disadvantage to that enemy’s attack and all further attacks that turn.

LEVEL 15: IMPROVED PRANKSTER'S AURA

At 15th level, all enemies within your paladin aura make all saving throws at disadvantage.

LEVEL 20: PUNCHLINE

At 20th level, you can call on the power of Garl Glittergold to cause magic to go awry. As an action you can cause your Aura of Protection to become a Wild Magic zone. Any enemy who casts a spell or makes a melee attack against you using a magic weapon that are in your Aura of Protection must roll on the Wild Magic Table (*2024 Players Handbook*, page 150-151). You and your allies are unaffected by the Wild Magic zone. This effect lasts for 1 minute or until you dispel it using a bonus action. Once you use this feature, you can’t use it again until you finish a long rest.

OATH OF VENGEANCE

Avengers of the wronged.

Sometimes events unfold that drive an individual to swear an Oath of Vengeance, dedicating their life to punishing those who have wronged them or others. Whether it's devils, demons, goblinoids, or even the local crime boss, there is no room for mercy in their hearts, only an unyielding drive to eradicate the wicked. For these paladins, the greater evil must be confronted at any cost, and they will stop at nothing to see justice—or retribution—delivered.

Paladins of Vengeance are often lone vigilantes, knight errants, or adherents of stern and wrathful gods such as Cuthbert, Allitur, Wee Jas, and Trithereon, the god of retribution and freedom. Trithereon's followers, in particular, embody the spirit of vengeance as a form of justice, using their powers to right grievous wrongs and punish oppressors. In the Theocracy of the Pale, the Church of Pholtus is served by these relentless warriors, human paladins bent on the destruction of heretics and pagans. Similarly, in the Shield Lands, many paladins of vengeance direct their ire toward the Bandit Lords to the north, becoming grim protectors of the region, relentless in their pursuit of lawlessness.

In the western lands of Oerik, where the concepts of honour and vengeance are deeply rooted, paladins of this oath abound. In cultures where vendetta is a socially acceptable means of restoring lost honour, these paladins thrive as the ultimate enforcers of retribution. Among the warrior traditions of the Ryuujin Empire and the Celestial Imperium, such paladins often take up personal vendettas on behalf of their families or lords, becoming symbols of unflinching loyalty and justice through vengeance.

While many see these paladins as dark and unyielding, their path is not without purpose. They do not seek to punish for the sake of cruelty but to ensure that the wicked are held accountable and that the innocent are protected from further harm. Their relentless pursuit of justice often inspires both fear and respect, marking them as individuals whose conviction is as unwavering as the blade they wield.

OATH OF THE WATCHERS

Vigilant sentinels of Oerth, standing against the encroaching darkness.

Paladins who swear an Oath of the Watcher dedicate their lives to protecting Oerth from otherworldly threats. These guardians stand as vigilant sentinels against forces from beyond the Material Plane, tirelessly watching for incursions by demons, devils, aberrations, and other extraplanar horrors. Few individuals possess the strength of will and clarity of purpose required to take up this solemn oath, making those who do rare and often shrouded in mystery. Their vigilance is unwavering, their purpose singular: to defend the world from forces it was never meant to face.

The *Demon Wall*, a legendary fortification protecting the Celestial Empire from the corrupted wastelands of Pesh, is home to the largest concentration of these paladins. Here, they form the backbone of the Empire's resistance to the demonic threats that spill forth from the blasted lands, dedicating their lives to holding the line against relentless horrors. Their oaths bind them not only to the defense of the wall but to the preservation of the Empire itself, ensuring the demonic corruption does not spread further into Oerik.

Beyond the Demon Wall, the existence of *The Watchers*—an enigmatic and scattered order devoted to the prevention of planar incursions—is known only in whispers and legends. Among these tales is one of a group of Watchers stationed in the far north, beyond the lands of the Archbarony of Arn, who stand guard against an unknown foe lurking in the icy wastes. Another legend speaks of a hidden order of Watchers in the Kron Hills, composed of gnomes, with some claiming they are svirfneblin who guard against the horrors beneath the Oerth, such as illithids and aboleths. Whether these tales are true or merely folklore, they inspire hope among those who fear what lies beyond their world.

RANGER

Rangers are the quintessential hunters and trackers of Oerik, mastering the art of survival and the pursuit of their chosen prey. For them, the world is divided into predator and prey, and they strive to remain at the top of that hierarchy. Whether acting as scouts, trackers, or bounty hunters, rangers possess an unparalleled mastery of specialized weapons, tactics, and survival skills. These expert skirmishers thrive in a wide variety of environments, from the dense forests of the Gnarley to the frigid tundra of the north, honing their craft as hunters of both beast and man. Rangers are patient and observant, using their knowledge of the wilderness and their foes to strike with precision and decisiveness.

Some rangers take up their calling to protect the frontier, tracking and defeating man-eating beasts or marauding monsters that threaten settlements. Others walk a more shadowy path, hunting fugitives or those who have betrayed their people. Regardless of their quarry, rangers are adept at stalking even the most elusive targets, blending into their surroundings and striking when least expected. Their skill set allows them to excel both in melee combat and at range, skirmishing deftly to evade harm while delivering lethal attacks.

While some rangers gain their training as part of elite military units, most are trained in the wilderness by solitary masters who pass down their knowledge to apprentices. These master-student relationships often form a loose lineage of rangers, with students either working together as cohorts or vying for the title of the most skilled hunter in their circle. The tradition of mentorship ensures that the ranger's craft is deeply personal, with each practitioner adding their own unique flair to their techniques.



SIGGI SIGURDSOTTIR, A FRUZII BEAST MASTER RANGER

Among the organized groups of rangers, the *Rangers of the Gnarley Forest* are the most well-known, serving as guardians of the forest and its inhabitants while opposing the encroachment of civilization and threats from the Wild Coast. Additionally, the *Knights of the Hart*, spanning Furyondy, Veluna, and the valley of the Highfolk, maintain elite detachments of rangers who act as scouts, skirmishers, and protectors of their territories. These rangers combine their individual prowess with a sense of duty to their people, ensuring that their homes remain safe from threats both near and far. Rangers may walk solitary paths or serve in organized bands, but their shared expertise and purpose make them some of the most formidable adventurers in Oerik.

RANGER SUBCLASSES

BEAST MASTER

Bound by instinct and loyalty to the beasts.

The Beast Master archetype is found wherever civilization yields to untamed wilderness, embodying a deep connection to the animal kingdom. These rangers form unique bonds with their beast companions, forging relationships that go beyond mere training and into the realm of instinctive understanding. Beast Masters are often more comfortable in the company of animals than among other people, preferring the simplicity and loyalty of their wild companions to the complexities of human or demi-human society.

Typically solitary, Beast Masters are most often encountered in remote forests, plains, and mountains, where they serve as protectors of the wilderness. They are hunters, guides, and guardians, working tirelessly to maintain balance in the natural world. However, there is one notable exception to their solitary nature: the Touv lands of Hepmonaland, where the people's natural affinity for animals has created a unique cultural niche for Beast Masters. Among the Touv, animals are integral to daily life, with children being gifted small creatures to care for at a young age. This deep cultural bond with animals has led to Beast Masters being more common in Touv lands than almost anywhere else on Oerik.

In Touv society, Beast Masters are not just hunters or trackers—they are community members who rely on their animal companions as extensions of themselves. From jungle cats to brightly plumed birds, these companions play vital roles in Touv culture, whether as protectors, hunters, or spiritual symbols. Beast Masters are celebrated as leaders and intermediaries with the natural world, bridging the gap between their people and the wilderness.

Among the Rovers of the Hunting Lands, Beast Master rangers are an integral part of their society, celebrated for their near-symbiotic relationships with the wild dogs that roam their territory. These dogs are more than mere companions—they are partners, scouts, and protectors,

seamlessly integrated into the lives of their human counterparts. Beast Masters of the Rovers are known for their ability to forge deep bonds with these animals, communicating through subtle gestures and sounds as they work together to navigate the rugged terrain of the Hunting Lands. Whether tracking prey, defending the tribe, or patrolling the vast plains, these rangers and their canine allies move as one, embodying the unity and resilience of their people.

Elsewhere on Oerik, Beast Masters are often regarded as enigmatic figures, wandering the edges of civilization with their loyal animal companions. Their role as protectors of nature and the frontier often leads to misunderstandings with settled folk, who view them with a mix of awe and suspicion. Despite this, Beast Masters remain steadfast in their bond with the wild, their animal allies serving as both their strength and their solace in a world that too often encroaches on the natural order.

DRAKE WARDEN

Companions of mysterious drakes.

Drakewardens, a ranger bonded to a draconic spirit, was unheard of on Oerth until recently. In 573 CY, whispers began to emerge from the regions surrounding the Great Rift Canyon, telling of dark-cloaked humanoids accompanied by draconic companions. These beings, moving with purpose and power, have left many speculating about their origins. Some see them as harbingers of a growing dragon cult rumored to be spreading its influence across Oerik, while others believe they might be the first signs of dragons themselves returning in force to claim dominion over the Flanaess.

Though the Great Rift Canyon is the epicenter of these sightings, reports of Drakewardens have spread further afield. Adventurers returning from the Bandit Kingdoms speak of shadowy figures with scaled companions striking against bandit lords, and whispers of their presence have even reached the courts of Iuz the Evil. The connection between these mysterious rangers and the growing draconic unease across Oerth is undeniable, but their true purpose remains shrouded in secrecy, leaving scholars and adventurers alike to wonder whether the Drakewardens are protectors of balance—or heralds of draconic conquest.

FEY WANDERER

Walking the line between two worlds.

Fey Wanderer rangers are deeply tied to the mystical and otherworldly forces of the Feywild, their abilities and purpose shaped by the influence of the Archfey. Found in regions where the barrier between the Material Plane and the Feywild is thin, these rangers are rare and enigmatic figures, serving as emissaries, guardians, or even agents of the Fey.

In the Flanaess, Fey Wanderers are known to operate in forests steeped in fey magic, such as the *Dim Forest*, *Oytwood*, *Adri Forest*, *Suss Forest*, *Welkwood*, and *Vesve Forest*. They are both protectors of the wilderness and intermediaries between mortals and the fey, ensuring that the delicate balance between the two worlds is maintained. While their exact motives often remain inscrutable, they have been known to defend their enchanted realms from outsiders and assist those who approach the Feywild with respect and humility. Their connection to the fey manifests in strange abilities, a whimsical nature, and an aura of mystery that sets them apart from other rangers.

In western Oerik, similar traditions exist among the spirit folk and yokai, where Fey Wanderers are most often found in rural communities that share close ties to nature and the spiritual realm. These rangers act as bridges between their people and the otherworldly forces that shape their lands, blending the traditions of the Feywild with the unique cultural elements of the west. They are celebrated as guardians of harmony, ensuring that the Feywild's influence remains a boon rather than a curse.

GIANT SLAYER (DWARF OR SIZE SMALL)

Fearless and fierce!

The Giant Slayer ranger subclass is a path forged in the crucible of conflict, where the smallest defenders of Oerth have stood against the might of the giants. Born from the ancient wars between the dwarves, gnomes, and their towering adversaries, this tradition was developed to give the undersized a fighting chance against overwhelming odds. The Giant Slayer blends martial prowess, ingenuity, and magic, creating warriors whose skills are tailored to exploit the weaknesses of their massive foes. Dwarves and gnomes, united by their shared struggle against the giants, make up the majority of Giant Slayers, but occasionally, a halfling of exceptional courage will join their ranks.

At the heart of the Giant Slayer's training is the philosophy that the smallest detail can fell the mightiest opponent. Precision and agility are their greatest weapons, allowing them to turn their enemies' size into a disadvantage. Giant Slayers use tactics designed to outmaneuver and outlast their foes, employing carefully timed strikes that bypass thick hides and armor. Their weapons, often customized with the aid of dwarven craftsmanship and gnomish inventiveness, are imbued with magic and engineering designed to topple even the largest of foes. Whether wielding a crossbow modified to fire enchanted bolts or a blade that channels destructive magic, Giant Slayers are masters of turning ingenuity into lethality.

RESTRICTED SUBCLASS

This subclass is exclusive to dwarves and small-sized characters, ensuring its techniques capitalize on their unique strengths and challenges.

The Giant Slayer combat style focuses on powerful strikes and unmatched mobility. These rangers excel at dancing around their enemies, striking from unexpected angles, and using the terrain to their advantage. Despite their size, they possess a larger-than-life presence on the battlefield, using their skills to chip away at their enemies with devastating effect. Their training emphasizes adaptability and cleverness, ensuring that a Giant Slayer is never without an advantage, no matter how dire the circumstances.

Giant Slayers are more than just warriors—they are symbols of resilience and ingenuity. Their presence is a reminder that strength does not come from size alone but from the determination to stand against insurmountable odds. Whether defending a dwarven citadel, protecting a gnomish burrow, or aiding their halfling kin, these rangers embody the courage and creativity needed to triumph over the titanic.

LEVEL 3: GIANT SLAYER SPELLS

When you reach a Ranger level specified in the Fey Wanderer Spells table, you thereafter always have the listed spells prepared.

GIANT SLAYER SPELLS

Spell Level	Spells
3	Enlarge/Reduce, Hunter's Mark
5	Earthbind, Spider Climb
9	Erupting Earth, Protection from Energy
13	Freedom of Movement, Stoneskin
17	Hold Monster, Wall of Stone



3RD LEVEL: COLOSSAL HUNTER

At 3rd level, your training against oversized foes begins to shine:

Bonus Damage. When you hit a creature that is Large or larger with a weapon attack, you deal an extra 1d6 damage of the weapon's type. This increases to 2d6 at 11th level.

Size Exploitation. You have advantage on attack rolls against creatures that are two or more sizes larger than you when you attack them with a melee weapon or while using cover.

LEVEL 7: GIANT DEFENSE

At 7th level, you gain extra resilience against attacking giants. You gain advantage on all grapple attempts and saving throws caused by attacks made by any attacker of giant creature type.

LEVEL 11: COORDINATED ASSAULT

At 11th level, you've learned to react to the actions of your allies when fighting giants and giant-kin. You have advantage on attack rolls against creatures that are at least one size category larger than you if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

LEVEL 15: TUMBLING EVASION

Starting at 15th level, you can dodge the attacks of giants by quickly tumbling out of the way. Whenever a large or huge creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to take the Dodge action. You may use this feature a number of times equal to your Proficiency bonus and regain all expended uses on a long rest.

GLOOM STALKER

Darkness is their greatest ally.

Gloom Stalkers thrive in the darkest and most treacherous corners of the world, their power drawn from the eerie and forbidding realm of the Shadowfell. These rangers excel at navigating the shadows, using their mastery of stealth, deception, and deadly precision to become predators in the places where most fear to tread. Whether in lightless forests, forgotten dungeons, or dark caverns, Gloom Stalkers are an unstoppable force against the lurking horrors of the dark.

Gloom Stalkers are more than just hunters; they are shadows themselves. They blend seamlessly into their surroundings, striking with unparalleled ferocity before vanishing as quickly as they appeared. Their abilities allow them to exploit the fear and confusion of their enemies, turning the darkness into their greatest ally. Drawing on the Shadowfell's magic, they gain powers that defy natural laws, from vanishing in plain sight to moving faster than the eye can follow.

In the Flanaess, Gloom Stalkers are most often found in places like the *Vesve and Suss Forests*, where they stand against creatures that use the dark to terrorize the living.

Rumours also persist of Gloom Stalkers allied with the mysterious *Shadowclaw Monastery* deep in the Dim Forest, whose members are said to draw their power directly from the Shadowfell itself. In western Oerik, similar rangers exist among the some of the darker spirit folk, who use their Shadowfell connections to protect their lands from incursions of undead or shadowy spirits.

HORIZON WALKER

Guardians of the planar boundaries.

Horizon Walker rangers are stalwart guardians of the planar balance, dedicated to protecting Oerth from the threats of otherworldly incursions. These rangers are uniquely attuned to the fabric of the multiverse, able to sense the presence of planar portals and track creatures that cross into the mortal realm from other planes. Their mission often leads them to venture through these gateways themselves, battling foes on the Inner and Outer Planes to ensure the safety of their home. Horizon Walkers are the first line of defense against planar chaos, their vigilance preventing planar forces from overwhelming Oerth.

Horizon Walkers on Oerik are few in number but congregate in regions scarred by past planar incursions, such as the wastelands of *Pesh* and the ruins of *Old Zarum*. These areas remain hotbeds of interplanar instability, requiring constant vigilance. Horizon Walkers often serve as scouts and early warning agents for *The Watchers*, a secretive organization dedicated to monitoring and preventing planar threats. Their connection to The Watchers places them on the front lines of the fight against incursions, providing critical intelligence and acting as first responders to emerging dangers.

In the Flanaess, Horizon Walkers are whispered about in connection with other legends, including their rumored presence in the northern wastes beyond the *Archbarony of Arn*, where they supposedly guard against an unknown foe from the Far Realm. Similarly, tales from the Kron Hills describe a hidden enclave of deep gnomes working alongside Horizon Walkers to defend against subterranean horrors like aboleths and illithids, which use ancient planar rifts to threaten the surface world.

In western Oerik, Horizon Walkers are more openly recognized, particularly along the *Demon Wall* of the Celestial Imperium. Here, they stand alongside the paladins of the Oath of the Watcher, preventing demonic forces from spilling into the mortal realm. These rangers work closely with planar allies, including benevolent dragons, fey, and elementals, leveraging these relationships to bolster their efforts.

HUNTER

The first and last line of defense against the perils of the untamed world.

The Hunter is the quintessential ranger, embodying the role of the protector who defends their people against the dangers of the wilderness. These rangers exist in every culture across Oerik, from the dense jungles of Zahind and the Sunelan Coast to the vast, rolling plains of the Dry Steppes and the Hunting Lands. Wherever communities face the perils of untamed nature—be it ravenous beasts, marauding monsters, or even the incursions of rival tribes—the Hunter is there, standing between civilization and the wild.

Hunters can be solitary figures, silently patrolling the borders of their lands, or they may band together into larger organizations dedicated to mutual defense. The *Rangers of the Gnarley Forest* are perhaps the most famous example, with nearly 80% of their number belonging to this subclass. These skilled woodsmen and scouts work to protect the forest's inhabitants from monstrous incursions and threats to its delicate balance. Across Oerik, countless similar groups exist, some as independent collectives and others formally tied to noble houses, temples, or militaries.

While most Hunters are noble in their intentions, acting as protectors of the weak and defenders of the natural world, there are those who turn their skills to darker purposes. In the shadows of the *Horned Society* and the *Great Kingdom*, evil-aligned Hunter groups use their talents to enforce tyranny, track down dissidents, or even exploit the wilderness for personal gain. These darker iterations of the Hunter embody the dangers of misusing their formidable abilities, becoming as much a threat to the world as the monsters they claim to hunt.

MONSTER SLAYER

Relentless hunters of the unnatural.

Monster Slayers epitomizes the relentless hunter of evil, dedicated to vanquishing supernatural threats and protecting the world from the horrors that lurk in the shadows. While monster hunters emerge across Oerik wherever darkness takes root, it is the Murians who have elevated this calling to a formalized profession. In Mur, the pursuit of glory defines much of their culture, and while many Murians achieve renown as paladins or fighters, those who prioritize eradicating evil over personal accolades often find their path as Monster Slayer rangers. For these warriors, the hunt is not just about fame—it is about ensuring that no creature of darkness survives to harm the innocent.



Outside Mur, Monster Slayers often rise out of necessity, born in places beset by monstrous threats. When a vampire establishes a lair or a coven of hags terrorizes a village, a Monster Slayer might emerge to confront them. More often, however, communities seek out these specialized hunters, hiring them to remove the oppressors that threaten their lands. In the Flanaess, the Gnarley Rangers maintain several platoons of Monster Slayers who patrol the darkest and most dangerous reaches of the forest, eliminating the creatures that would otherwise prey on its inhabitants. These dedicated rangers embody the vigilance and courage required to face down the terrors of the wild and the supernatural alike.

Monster Slayers are not limited to the Flanaess or Mur. Across the vast expanse of Oerik, wherever creatures of darkness take root, there are those who stand against them. In the Celestial Imperium, Monster Slayers often focus on combating shadowy Oni or undead threats, acting as both warriors and spiritual guardians. Along the Sunelan Coast, they confront sea-dwelling monstrosities, protecting island communities from krakens and other abyssal horrors. In the Archbarony of Arn, Monster Slayers are revered for their role in defending settlements from the abominations that emerge from the *Land of Black Ice*, blending their martial skill with knowledge of the arcane.

SWARM KEEPER

Mysterious wielders of swarming allies.

Swarm Keepers are rare and enigmatic rangers, found sporadically across Oerik. While they exist in many cultures, their highly individualistic nature makes it nearly impossible to predict where they may appear. Most Swarm Keepers prefer the solitude of wild and untamed lands, living in harmony with their swarms far from civilization. However, a few take up residence in rural communities, serving as protectors and employing their swarms for practical purposes, such as agricultural aid or pest control, weaving their bond with nature into the fabric of daily life.

One notable example of Swarm Keepers in action is found on the eastern edges of the *Welkwood Forest*, north of the Wild Coast town of Fax. Here, a community of halflings has flourished under the protection of local Swarm Keeper rangers, who work in harmony with the natural world to safeguard their village. These halflings, renowned for their ingenuity, have taken to riding giant flying insects, patrolling their forested home and defending their kin from threats. This unique collaboration between halflings and their swarming allies has become a local legend, highlighting the extraordinary potential of these rare rangers.

ROGUE

Rogues are masters of precision and cunning, thriving in situations where skill and adaptability outweigh brute strength. They excel at outmaneuvering their foes, using stealth, guile, and their keen senses to exploit weaknesses and strike with devastating precision. Whether acting as thieves, spies, assassins, or treasure hunters, rogues rely on their wits and versatility to overcome challenges. Their expertise in specific skills makes them invaluable in both combat and exploration, while their ability to deliver critical strikes allows them to turn the tide of battle with a single, well-placed blow. Rogues are as diverse as the shadows they inhabit, each one carving a unique path through the world with unparalleled resourcefulness.

The *Free City of Greyhawk*, often called the *City of Thieves*, lives up to its name. The sprawling urban hub serves as the heart of trade, culture, and intrigue in the Flanaess. Its legendary thieves' guild wields influence that extends far beyond the city's walls, quietly manipulating commerce and trade across the continent. This guild, entrenched in the city's power structure, ensures that no significant business deal, legal or otherwise, escapes its notice or involvement. Through blackmail, smuggling, and espionage, the guild has its fingers in every pie, whether local or foreign. Its reach even rivals some noble houses and kingdoms in economic power, making Greyhawk a den of opportunity and danger for rogues of all stripes.

Beyond Greyhawk, the world of Oerik teems with other notorious criminal networks. In the far east, the *Tang Gangs* of the Celestial City dominate the shadowy underworld with ruthless efficiency, blending traditional honor codes with cutthroat opportunism. Across the waters of the Dramidj Ocean, the *Brethren of the Coast*, a confederation of pirates, control key shipping routes and coastal trade hubs, creating an empire of lawlessness that frustrates even the most well-organized navies. These groups, while distinct in culture and methods, offer ample opportunity for cunning rogues to ply their trade or to confront them in search of justice—or a bigger score.

Of course, not all rogues fit the mold of thieves or assassins. Many rogues are far removed from the criminal world, carving out niches as bravos, swashbucklers, and adventurers. These daring individuals thrive on fame and fortune, delighting in their ability to charm audiences with their exploits as much as their ability to survive danger. Tomb raiders delve into ancient ruins in search of lost treasures, often facing traps and puzzles with wit and agility. Investigators and spies, whether aligned with the law or working for shadowy patrons, use their keen intellect and observational skills to uncover secrets. Some rogues, particularly those aligned with organizations like the *Silent Ones* or adventuring bands across Old Keoland, pursue ancient mysteries rather than coin, adding a scholarly bent to their repertoire.

ROGUE SUBCLASSES

ARCANE TRICKSTER

Blending magic and guile to outwit and outplay their foes.

Arcane Tricksters are rogues who blend guile and magic, using arcane spells to enhance their already formidable skill sets. Uncommon at best, Arcane Tricksters come from a variety of backgrounds. Some are failed wizard apprentices who turned their talents toward more pragmatic pursuits, while others are street-smart waifs with a knack for both magic and mischief. A few Arcane Tricksters discover their abilities after prolonged exposure to magical tomes and scrolls, their curiosity leading them to unlock rudimentary arcane powers. Whatever their origins, Arcane Tricksters embody resourcefulness and cunning, using their magic to deceive, manipulate, and outwit.

Arcane Tricksters are scattered across Oerik, their talents and presence varying widely based on the cultures and traditions of the regions they inhabit. In the *Free City of Greyhawk*, Arcane Tricksters often ply their trade in the shadows for the Thieves' Guild, blending arcane tricks with sleight of hand to further the city's reputation as the "*City of Thieves*." Across the Flanaess, these rogues sometimes emerge among the ranks of traveling entertainers, using magic and deception to amaze audiences while subtly enriching themselves. In the Celestial Imperium, Arcane Tricksters are rarer, often viewed as enigmatic figures who navigate the precarious line between law and chaos, their arcane abilities shrouded in mystery and suspicion. Meanwhile, in the *Bright Desert*, tales persist of Arcane Tricksters who specialize in navigating ancient ruins, using their spells to bypass traps and uncover forgotten secrets.

Among the gnomes of Oerik, Arcane Tricksters are more prevalent. These gnomes often live in secluded communities, where humor and ingenuity are cultural cornerstones. Their knack for practical jokes, paired with their innate magical aptitude, makes this subclass particularly appealing to them. Across Oerik, Arcane Tricksters remain a rarity, but their unique blend of magic and cunning ensures their place as some of the most versatile and unpredictable adventurers in the world.

ASSASSIN

Shaping the fate of nations from the shadows.

Assassins are masters of precision and lethality, honing their skills to eliminate targets with ruthless efficiency. While they often work alone, blending into the shadows and taking contracts on an individual basis, larger organizations devoted to their craft do exist. In the Free City of Greyhawk, the *Assassin's Guild* operates openly within the criminal underworld, its reputation so fearsome that even the most powerful figures think twice before crossing its members.

Elsewhere, assassins serve as the secret blades of political and criminal power, their actions shaping the fate of nations.

In the near west, the *Mouqollad Consortium* is whispered to house at least one faction that specializes in the art of assassination, leveraging their deadly skills for profit and influence. In the *Ryuujin Empire*, assassins often work in tandem with shadow monks, forming part of the clandestine ninja clans that enforce the Sogon's will through fear and subtlety. Meanwhile, in Zahind, political assassination is tightly controlled by the enigmatic *Black Lotus Society*, a shadowy group whose members are said to have mastered both the physical and mystical arts of death. Their influence ensures that no leader rises too far without their tacit approval—or swift removal.

Though assassins are most commonly found in the more sophisticated and stratified regions of Oerik, their presence extends wherever power and intrigue intersect. From the bustling trade cities of the Sunelan Coast to the perilous courts of the Great Kingdom, they thrive in environments where a well-placed blade can achieve more than an army.

INQUISITIVE

Sharp-eyed and cunning

Inquisitive rogues are a unique breed, often aligning themselves with the forces of law and order rather than the shadows of crime. Many are employed by the city guard or other security forces, using their sharp minds and keen eyes to detect deception and uncover hidden threats. In the *Celestial City of Tianshi*, members of the elite *Jade Guard* employ inquisitive techniques to protect the Emperor and maintain the delicate balance of courtly intrigue. Similarly, in the *Free City of Greyhawk*, the *Inspectors General* use their investigative prowess to solve crimes and maintain order.

Not all Inquisitives are devoted to the law. Some serve as majordomos or chief administrators for influential nobles, merchant houses, or guilds, where their skills in uncovering secrets and reading intentions make them invaluable. Others take a more adventurous path, exploring ancient ruins, delving into forbidden tombs, or unearthing lost artifacts. These individuals often walk the line between academic curiosity and professional cunning, using their abilities to navigate dangers both mundane and mystical.

MASTERMIND

Cunning schemers and masters of influence

Mastermind rogues are the architects of intrigue, masters of manipulation, and wielders of subtle power. In the *Free City of Greyhawk*, this subclass is perfectly suited to ambitious members of the *Thieves' Guild*, particularly those who dream of following in the footsteps of figures like *Nero of Gasgol*, rising to political and economic dominance. While capable of taking personal risks on a job, Masterminds are more comfortable directing others, leveraging their intelligence and charm to orchestrate complex schemes and achieve their goals.

Mastermind rogues can be found throughout Oerik, in every culture and among every species. They thrive in settings where influence and information are the currency of power. Some act as spies for rulers or criminal organizations, gathering intelligence and exploiting vulnerabilities. Others rise as courtiers and advisors in noble courts, where their sharp wits and silver tongues are indispensable. In the shadowy world of politics and espionage, Masterminds are often the ones pulling the strings, their influence felt far more than their presence is seen.



AISTEVAN RHOLO-MALHEL
SOUL KNIFE

While they are not as reliant on brute strength or physical prowess as other rogues, Masterminds excel at turning the tide of situations through guile and strategy. They understand the power of people—how to manipulate, motivate, and outmaneuver them.

PHANTOM

Weapons of shadow and silence.

Phantom rogues walk the veil between life and death, drawing power from the shadows of mortality to enhance their skills. These rogues are masters of stealth and intrigue, using their connection to death and negative energy to slip past guards, gather secrets, and vanish like ghosts. While many rogues risk their lives and take the lives of others, Phantoms are different—they delve into death itself, their mystical powers enabling them to retrieve knowledge from the departed and even manifest the ghostly remnants of souls.

Phantoms are the rarest of all rogue subclasses on Oerik, known primarily among the *Rhenee* river-folk of the Flanaess. The Rhenee are a mysterious and insular people, rumored to have origins beyond the world of Oerth itself. Their alien nature is often cited as the source of the phantom rogue's power, marking them as distinct from other rogue traditions. The Greyhawk Thieves' Guild covets these ghostly rogues, valuing their ability to move undetected and extract information even from the dead. The Rhenee have thus far refused to share their secrets however.

Beyond the Rhenee, there are whispers of cults dedicated to deities such as *Nerull* or *Wee Jas*, which are said to produce phantom rogues as agents of death's will. Whether these cultists are born with their powers or gifted them through rituals remains a mystery.

SCOUT

Masters of survival and stealth

Scouts are rogues who thrive in the wilderness, blending stealth and survival skills to excel far from the streets of the city. These rogues are natural explorers, equally at home stalking prey in dense forests, traversing mountain passes, or shadowing enemies across barren plains. Scouts serve as indispensable members of expeditions, often acting as forward observers, ambushers, or spies. They are at home among barbarians and rangers, sharing their affinity for untamed lands, and are just as likely to be found as bounty hunters, tirelessly pursuing their quarry for days or weeks on end.

Scouts are among the most common rogue archetypes across Oerik, filling vital roles in national, noble, and temple armies. Their ability to move swiftly and unseen, combined with their knack for tracking and ambushing, makes them invaluable to military forces. Scouts are often deployed ahead of armies to gather intelligence on enemy movements,

identify weaknesses, and provide crucial early warnings. Among tribal peoples, Scouts are the default roguish subclass, their survival skills and quick thinking proving invaluable to the tribe's survival in harsh and hostile environments.

SOUL KNIFE

Wielding psionic blades and unmatched focus

Soulknives are a rarity across Oerik, blending psionic power with stealth to become unparalleled infiltrators and assassins. Unlike most rogues who rely on physical tools or weapons, Soulknives manifest blades of pure psychic energy and employ their minds to bypass barriers both physical and metaphysical. This combination of abilities makes them highly effective but also mistrusted, even by other rogues, who view their strange powers with suspicion. While thieves' guilds and governments alike see their value as spies and saboteurs, Soulknives often operate on the fringes of these organizations, their unique talents making them both assets and enigmas.

Across Oerik, schools or traditions of Soulknives are nearly nonexistent. One notable exception is the *Black Lotus Society* of Zahind, a secretive and criminal order that seeks out children with latent psionic abilities and trains them in the art from a young age. The origins of the Society's knowledge remain a tightly guarded secret, but the rogues it produces are among the deadliest and most effective operatives in the region. Rumors persist that these Soulknives operate far beyond Zahind, infiltrating courts and mercantile houses to further the Society's mysterious goals. Elsewhere on the continent, Soulknives tend to be wanderers, their abilities manifesting without formal training, driven by necessity or the stress of adventuring life.

SWASHBUCKLER

Dazzling foes with finesse and charm.

Swashbucklers are the epitome of elegance and charm in combat, wielding their blades with speed and precision. Their fighting style looks almost like a performance, relying on agility and finesse rather than brute force. Swashbucklers excel in single combat, often fighting with two weapons while effortlessly darting away from their opponents. Their panache and daring make them natural duelists and skirmishers, thriving in environments where quick thinking and even quicker reflexes can turn the tide of a fight.

Throughout Oerik, Swashbucklers are a staple of urban centers, from the *Holds of the Sea Princes*, where flamboyant pirates and privateers make their mark, to the *Shi-La Isles* of the Pearl Sea, where maritime adventurers and corsairs perfect their craft. Among the Rhenee, Swashbucklers are especially common. These itinerant riverfolk, known for their boldness and adaptability, have developed a quick and mobile approach to combat perfectly suited to their travels along waterways. Their prowess in dueling and their knack



LEISHA DELRYN, THIEF-ACROBAT OF THE GREYHAWK THIEVES' GUILD

for improvisation make them as comfortable in a tavern brawl as on the decks of a ship.

THIEF

Opportunists and masters of stealth.

Thieves are the quintessential rogues, masters of agility, stealth, and the art of relieving the careless of their wealth. Found in every corner of Oerik, from the crowded streets of sprawling cities to the lonely paths of remote highways, thieves are as varied as the lands they inhabit. They come from all walks of life—different species, cultures, and social classes—all united by their skill at navigating the shadows and exploiting the weaknesses of others.

While many work on the fringes of society, others prefer to think of themselves as professional treasure seekers or explorers, blending their criminal expertise with a thirst for adventure. From the notorious cutpurses of the *Free City of Greyhawk* to daring relic hunters scouring the *Cairn Hills* or *Vast Swamp*, thieves are everywhere, leaving their mark on the history and economy of Oerik with every heist or discovery.

THIEF-ACROBAT

Combining grace, dexterity, and audacity to outmaneuver any challenge.

Thief-acrobats are unparalleled masters of dexterity, agility, and acrobatics, specializing in infiltration and second-story work. Unlike common thieves, who focus on pickpocketing or brute-force heists, thief-acrobats rely on grace, precision, and physical skill to bypass obstacles and gain entry to seemingly impenetrable places. Their abilities often seem magical to the untrained eye, blending athleticism and gymnastics into an art form. Whether leaping across rooftops, scaling sheer walls, or navigating intricate traps, thief-acrobats make even the most challenging infiltration look effortless.

While individual thief-acrobats can be found in cities across Oerik, those of the *Free City of Greyhawk* are particularly famous, known for their unparalleled skill and panache. Within the *Thieves' Guild* of Greyhawk, these specialists consider themselves an elite class, honing their craft to perfection and often serving as mentors or role models for aspiring burglars. Many seek to perfect their mortal skills in a world dominated by magic, testing their limits against supernatural creatures and adventuring alongside other rogues and explorers.

LEVEL 3: SECOND-STORY SPECIALIST

You gain unparalleled skill in climbing and navigating difficult terrain:

Expert Climber. You gain a Climb speed equal to your walking speed. Additionally, you can climb difficult surfaces, including those that would normally require climbing gear,

with advantage on any Strength (athletics) or Dexterity (acrobatics) checks.

Gymnastic Mobility. You ignore nonmagical difficult terrain. You also gain advantage on Acrobatics checks to jump, tumble, or balance.

Proficiency with Grappling Hooks. You gain proficiency with the grappling hook, and you can use it to aid climbing or as an improvised weapon if needed.

LEVEL 3: GRACEFUL INFILTRATOR

Your expertise in second-story work allows you to move silently and quickly:

Nimble Navigator. When you Dash, you can move through spaces occupied by creatures one size larger than you or larger without it costing you advantage on Dexterity (Stealth) checks made to infiltrate buildings or bypass guards.

Silent Approach. You gain the ability to take the Hide action as a bonus action when you are climbing or in a space at least 10 feet above your target.

Pole Vaulter. When wielding a pole, spear, pike, quarterstaff, or other similar pole-like object in both hands, you can extend the distance of your long jump. You add twice your reach with the object to your jump distance, and this movement does not count against your movement speed for the turn.

LEVEL 9: AERIAL AGILITY

Your unparalleled agility allows you to defy gravity and move with precision through vertical and unstable spaces. With this feature, you embody the acrobatic finesse of a true thief-acrobat, effortlessly navigating heights and obstacles:

Cat's Landing. When you fall, you can use your Reaction to halve the damage by adjusting your body mid-air and landing with precision.

Effortless Jumping. You can make a long jump or high jump without needing a running start, allowing you to clear obstacles or gaps with ease.

Wall Runner. When you take the Dash action, you can move along vertical surfaces or across liquids without falling during your move. This movement must end in an unoccupied space on a horizontal surface capable of supporting your weight.

LEVEL 13: UNCHAINED AGILITY

At 13th level, your agility, speed, and flexibility allow you to escape from almost any danger. You gain the benefits of being under a Freedom of Movement spell at all times although the source of your ability is not magical.

LEVEL 17: PINNACLE OF AGILITY

You become a paragon of acrobatics and nimbleness:

- Your speed increases by 10 feet.
- You automatically succeed on saving throws to avoid being restrained, grappled, or knocked prone.
- When you use your reaction to reduce falling damage, you can instead choose to take no damage and land on your feet.
- You are effectively under the effects of a permanent Spider Climb spell (although the source of your ability is not magical). You gain the ability to move up, down, and

across vertical surfaces and along ceilings, while leaving its hands free.

YZUNA

Architects of the unseen empire.

The Yzuna are a complex and multifaceted organization, viewed differently depending on perspective. Some see them as protectors of the common folk, offering aid and shielding the vulnerable where no one else will. Others regard them as thugs, extortionists, and criminals, preying on the very people they claim to protect. In many places in western Oerik, they function as an unofficial police force, simultaneously despised and respected, and at times even supported by local authorities. On one hand, they dominate the shadowy underworld, controlling illicit activities and enforcing their will with ruthless efficiency. On the other hand, they provide a form of structure and protection for the communities under their influence—but always at a price.

In the tightly controlled Celestial Empire, where divine rulers enforce order with near-perfect authority, the Yzuna thrive by operating in the grey areas of legality and catering to needs that the Empire either neglects or deems unacceptable. Rather than overtly challenging the Celestial rulers, the Yzuna carve out niches that exploit the rigid bureaucracy and cultural prohibitions. They dominate the shadow market, smuggling rare luxuries, banned magical artifacts, and contraband items from outside the Empire's borders. Their gambling dens, illicit substance trade, and discreet brokering of prohibited goods meet the demand for vices that the official order refuses to acknowledge. They also act as purveyors of forged documents, rare tomes, and secret knowledge, often serving those with the wealth to afford their services but who cannot navigate the Empire's labyrinthine bureaucracy.

Beyond their economic activities, the Yzuna position themselves as protectors of the overlooked and marginalized. They provide sanctuary to those who fall through the cracks of Celestial law, such as disgraced bureaucrats, debtors, or refugees from imperial justice. Acting as enforcers for debts and mediators in disputes where the Empire's rigid legal system offers no resolution, they fulfill roles that balance the stability of imperial rule with the chaos of human nature. Simultaneously feared and revered, the Yzuna are cultural custodians, preserving traditions suppressed under Celestial authority and safeguarding ancient relics and knowledge. Their influence ensures that even in a realm as orderly as the Celestial Empire, the shadow of ambition, vice, and rebellion thrives under their care.

The Yzuna is divided into tightly knit clans, or *kumi*, operating on principles of strict discipline, loyalty, and a hierarchy built on strength and honour. They trace their origins to the north-central provinces of the Suhfeng lands, where they began as mutual protection societies during the

Demon Wars, banding together to defend against marauding warlords and demonic threats.

One of the most distinctive hallmarks of the Yzuna is their tradition of intricate tattoos, which often cover their bodies. These tattoos signify rank, achievements, and loyalty to the organization, with higher-ranking members boasting elaborate designs commemorating their exploits. Rising within the Yzuna's ranks often comes with the reward of additional tattoos, each symbolizing their growing status and contributions to the syndicate. These tattoos, along with their strict adherence to internal codes of loyalty and discipline, mark the Yzuna as an indelible presence in the social and criminal fabric of western Oerik, with agents as far away as Mur, the Zahind lands, and even Ket.

LEVEL 3: INKED

Yzuna have many traditions and observances and perhaps the best known is their use of ritual tattooing. These tattoos are not only symbols of a Yzuna's affiliations and personal accomplishments but they also provide supernatural abilities.

When you choose this subclass at 3rd level, you gain proficiency with *Tattooing Tools* (ink and needles). In addition, you are infused with mystical energy represented by *Tattoo Dice*, which fuel your tattoos' effects. The Tattoo Dice Table shows the number and size of these dice based on your rogue level.

TATTOO DICE

Rogue Level	Die Size	Number of Dice
3	d6	4
5	d8	6
9	d8	8
11	d10	8
13	d10	10
17	d12	12

Regaining Dice. You regain all expended Tattoo Dice after a long rest and one die after a short rest.

At 3rd level, you inscribe two magical tattoos on your skin, choosing from the Tattoo List below. These tattoos grant you unique abilities that are powered by your Tattoo Dice. You can activate or enhance these tattoos by expending Tattoo Dice as detailed in their descriptions.

You gain 2 additional tattoos at 9th level and 2 more at 13th level. At 17th level, you can replace one tattoo with another when you finish a long rest.

Select from the following Yzuna Tattoos List:

Ebonbrand Tattoo

Effect. When you take damage, you can expend a Tattoo Die as a reaction to reduce the damage by the number rolled + your rogue level.

KAZUO TANAKA, BLACK THORN YZUNA KUMI
KHANATE OF SA'HAN



Visual. A coiled serpent or vine-like pattern that darkens and tightens when absorbing damage.

Flickering Ink Tattoo

Effect. Expend a Tattoo Die to create a burst of magical ink, forcing creatures within 10 feet of you to make a Dexterity saving throw (DC = 8 + your proficiency bonus + the die roll) or be blinded until the end of your next turn.

Visual. A splash-like design with intricate droplets that glow briefly when activated.

Illusory Form Tattoo

Effect. Expend a Tattoo Die to create a shimmering illusion of yourself for 1 minute. The illusion mimics your movements, granting you advantage on attacks made against creatures within 5 feet.

Visual. An abstract, fluid design that shifts unpredictably, creating an illusionary double.

Iron Grip Tattoo

Effect. Expend a Tattoo Die to gain advantage on Strength (Athletics) checks for 1 minute. While active, your melee attacks impose disadvantage on your target's escape attempts from your grapples.

Visual. A chain-like pattern wrapped around your arms or torso, glowing faintly when used.

Lifeblood Tattoo

Effect. When you hit a creature with a weapon attack, you can expend a Tattoo Die to regain hit points equal to half the damage dealt.

Visual. A pulsing vein-like design that flares with life when activated.

Piercing Fang Tattoo

Effect. When you hit with a melee or ranged weapon attack, you can expend a Tattoo Die to deal additional psychic damage equal to the die roll. The damage ignores resistance to psychic damage.

Visual. A sharp fang or claw design that glows faintly when the tattoo is activated.

Shadowveil Tattoo

Effect. Gain advantage on all Dexterity (Stealth) checks.

Visual. Swirling ink patterns ripple and shift across your skin like living shadows.

Spectral Step Tattoo

Effect. You may use the Misty Step spell without a spell slot. You may do so a number of times equal to your proficiency bonus and regain all expended uses on a long rest.

Visual. A crescent moon surrounded by flowing, ink-like waves that shimmer faintly when activated.

Spellbound Tattoo

Effect. Expend a Tattoo Die to cast 1st level spell from any spell list without using a spell slot or material components. The spell's DC and attack bonus are based on the Tattoo Dice:

Spell Save DC. 8 + your proficiency bonus + the Tattoo Die roll.

Attack Bonus: Your proficiency bonus + the Tattoo Die roll.

Visual. The Spellbound Tattoo is a dynamic and evolving piece of magical artistry. The tattoo's appearance adapts to the spell associated with it, reflecting its nature through vibrant and intricate designs; fire-themed spells might manifest as flickering, flame-like runes or twisting tongues of ink that shimmer like embers when activated, shadowy or necrotic spells could appear as dark, smoke-like tendrils or skeletal motifs, their patterns deepening in intensity as the spell is cast.

LEVEL 7: INKBOUND RESILIENCE

At 7th level, your connection to your tattoos deepens. Each tattoo gains a passive bonus when not activated, enhancing your overall abilities:

Ebonbrand Tattoo. You gain resistance to necrotic damage.

Illusory Form Tattoo. You can take the Dodge action as a bonus action once per short rest.

Iron Grip Tattoo. Your carrying capacity doubles, and you have advantage on checks to avoid being disarmed.

Lifeblood Tattoo. You can expend one Tattoo Die to end the poisoned condition on yourself or an ally you touch.

Flickering Ink Tattoo. Creatures are blinded for 1 minute by your tattoo. The target may make a saving throw at the end of each of their turns to overcome the Blindness but saving throws are made with disadvantage.

Piercing Fang Tattoo. Your critical hits with melee and ranged attacks deal an additional 1d6 psychic damage.\ Shadowveil Tattoo. Gain advantage on all Dexterity (Stealth) checks.

Shadowveil Tattoo. You can expend an Tattoo Die to gain the benefits of the Pass Without Trace spell for 1 hour. The DC to see through your stealth is equal to 10 + your Dexterity (Stealth) check + the die roll.

Spectral Step Tattoo. When you teleport using the tattoo, you gain temporary hit points equal to your rogue level.

Spell bound Tattoo. Your mastery of the Spellbound Tattoo grows, allowing you to channel more energy into higher-level spells. You may expend 2 Tattoo Dice to cast a 2nd level spell from any spell list or 3 Tattoo Dice to cast a 3rd level spell from any spell list.

LEVEL 9: FLOWING INK

At 9th level, your tattoos grow in complexity and power, enhancing their active effects:

Ebonbrand Tattoo. When you use this tattoo to reduce damage, the attacker takes psychic damage equal to the die roll + your rogue level.

Flickering Ink Tattoo. The radius increases to 15 feet, and creatures that fail their saving throw are also restrained by inky tendrils until the end of their next turn.

Illusory Form Tattoo. The illusion can now mimic your attacks, causing your target to take damage equal to your Tattoo Die roll when you hit.

Iron Grip Tattoo. When grappling, you deal bludgeoning damage equal to your Tattoo Die roll at the start of each of your turns.

Lifeblood Tattoo. The healing effect now heals an ally within 30 feet of you for the same amount.

Piercing Fang Tattoo. The psychic damage increases to 1d8 + your Tattoo Die roll.

Shadowveil Tattoo. The duration of Pass Without Trace increases to 2 hours, and it can affect up to 10 creatures.

Spectral Step Tattoo. You may use the Dimension Door spell without a spell slot. You may do so a number of times equal to your proficiency bonus and regain all expended uses on a long rest.

Spellbound Tattoo. Your mastery of the Spellbound Tattoo grows, allowing you to channel more energy into higher-level spells. You may expend 4 Tattoo Dice to cast a 4th level spell from any spell list or 5 Tattoo Dice to cast a 5th level spell from any spell list.

VELKARIS NIGHTSCALE,
DRACONIC SORCERER



LEVEL 13: DUAL IMPRINT ACTIVATION

At 13th level, your connection to your tattoos deepens, allowing you to activate multiple magical effects simultaneously.

Dual Activation. As an action, you can activate the effects of two different tattoos at the same time. Each tattoo's effects require the normal expenditure of Tattoo Dice.

Seamless Integration. The visual effects of both tattoos intertwine, creating a dazzling display of combined magical energy. For example, activating a Shadowveil Tattoo alongside an Ebonclaw Tattoo might cause shadowy claws to shimmer with a veil of darkness, blending stealth with ferocity.

LEVEL 17: LIVING CANVAS

At 17th level, your tattoos become a part of your very essence, empowering you with unparalleled mastery over their magic. You gain the following benefits:

Infinite Flow. Once per long rest, you can activate a tattoo's effect without expending Tattoo Dice. If the effect has a duration, it lasts for its maximum duration without requiring concentration.

Tattoo Rebound. When you fail a saving throw, you can immediately expend one Tattoo Die to reroll the saving throw and take the new result.

Eternal Ink. Your tattoos become immune to any effect that would suppress their magic, such as an antimagic field or dispel magic.

SORCERER

Scions of innately magical bloodlines, sorcerers embody the raw power of arcane magic, infused into their very beings by birth, heritage, or cosmic accident. Sorcerers are as varied as the sources of their magic, whether they descend from dragons, carry the blessing of a deity, or bear the remnants of planar interference. On Oerik, these magic-touched individuals represent the living bridge between the mundane and the extraordinary, drawing on inner reserves of arcane energy to perform feats that most mortals can only dream of.

Sorcery is not a new phenomenon on Oerik; it traces back to the early Suel Imperium, where it flourished as the primary form of arcane magic before the rise of wizardry.

The Suel saw sorcery as both a tool for conquest and a mark of divine favor, with many noble houses proudly claiming sorcerous bloodlines. However, in the modern Flanaess, sorcery is both revered and feared. While some see sorcerers as gifted saviors or mystic guides, others view them as dangerous wild cards, prone to unleashing chaos if their power goes unchecked.

Sorcerers' roles vary widely across Oerik's cultures. In the Celestial Imperium, they are often believed to carry divine favor, their powers linked to celestial dragons or heavenly mandates. In the untamed lands of the Dry Steppes or the Rovers of the

Hunting Lands, sorcerers might be seen as shamans, conduits to the spirit world. In places like the Great Kingdom of Aerdy, however, sorcerers often find themselves feared and ostracized, their uncontrolled magic perceived as a threat to the rigid order of the state.

SORCERER SUBCLASSES

ABERRANT SORCERY

Walking the fine line of madness

Aberrant Mind sorcerers are a rare and unsettling phenomenon on Oerik, their origins tied to alien forces and abominations that few can fully comprehend. These sorcerers draw their power from a connection to the Far Realm or other incomprehensible sources, their minds forever altered by their exposure to these alien influences. Thankfully, such connections are scarce on Oerik, as Illithids, aboleths, and other Far Realm entities are not as numerous here as in some other worlds. Nevertheless, where such creatures lurk, the appearance of Aberrant Minds often follows.

Strangely, *Old Keoland*, far removed from any obvious alien influence, has a disproportionate number of Aberrant Mind sorcerers. Scholars and diviners alike have tried to uncover the reason, but none have yet determined what links this ancient kingdom to the Far Realm.

In the west of Oerik, Aberrant Minds are slightly more common, particularly in areas with ancient ruins tied to forgotten empires or drowned cities. In the Celestial Imperium, where mysticism and superstition intertwine, these sorcerers are often seen as both a curse and an omen, and they are closely monitored by the empire's magical authorities. Similarly, in Zahind, legends speak of strange beings in the depths of the seas who grant cursed power to those who stray too close to their realms, producing Aberrant Mind sorcerers among the coastal peoples.

CLOCKWORK SORCERY

Weaving the perfect order.

Clockwork Soul sorcerers are an exceedingly rare phenomenon on Oerth, with nearly all known cases centered in and around the disparate realms of the *Celestial Empire* and *Great Kundali*. These sorcerers are intrinsically tied to the plane of Mechanus, home to the Modrons and a realm of perfect order and logic. Mechanus's influence on the Prime Material Plane is subtle, and its incursions are rarely understood by mortals. In the Celestial Empire, where celestial beings and planar connections are more accepted, these sorcerers are often seen as manifestations of divine order or omens of great significance. Their structured magic and connection to Mechanus are revered as gifts from the cosmos itself.

Interestingly, Clockwork Souls also emerge among the Touv people, particularly in the region of Great Kundali. Touv myths speak of beings who bring balance to the world, aligning with the principles of Mechanus and its embodiment of universal order. These sorcerers are sometimes seen as blessed individuals tasked with restoring harmony to their communities or combating the forces of chaos. The Touv's cultural respect for balance and cycles makes them uniquely attuned to the Clockwork Soul's mission.

Beyond the Celestial Empire and Great Kundali, the presence of Clockwork Soul sorcerers is almost unheard of. Few sages in the Flanaess, Zahind, or elsewhere are familiar with the clockwork plane of Mechanus, and when such individuals arise in these regions, they are often misunderstood. Their mechanical precision and unique magic might be mistaken for divine intervention, alchemical tampering, or even heresy, depending on the culture.

DIVINE SORCERY

Between mortal ambition and celestial purpose.

Divine Souls are unique conduits of both arcane and divine magic, blending the mystical power of sorcery with a direct connection to the gods. On Oerik, their distribution reflects the spiritual and cultural divides between the east and west. In the Flanaess, Divine Souls are relatively rare, often emerging from moments of divine intervention or the blessings of gods with a vested interest in the mortal realm like Cuthbert, Trithereon, Pharlanghn, Olidammara, and others whose domains are intertwined with the everyday lives of Oerth's inhabitants. When a Divine Soul does appear in the Flanaess, they are often seen as miraculous individuals or emissaries of the gods, their presence stirring reverence or suspicion depending on the culture.

In the Celestial Empire, however, Divine Soul sorcerers are far more common. The prevalence of aasimar within the region, who also claim celestial heritage, has led to the widespread acceptance and familiarity of divine-blooded sorcerers. Here, these sorcerers are viewed as natural extensions of the Empire's celestial mandate, often serving as advisors, healers, or divine champions. Their presence is woven into the fabric of society, reflecting the Empire's close ties to the heavens. To the common folk, Divine Souls are living proof of the gods' favor and a source of inspiration.

DRACONIC SORCERY

Inheritors of draconic majesty.

Sorcerers bearing the power of draconic blood are rare but acknowledged throughout much of Oerik, with notable exceptions in the far west. The draconic bloodlines of these sorcerers are typically tied to the chromatic dragons, which are found in most regions of the continent. These mighty and cunning creatures are infamous for taking humanoid

form and, on rare occasions, breeding with humans and demi-humans, leaving behind descendants imbued with a spark of their immense power. It is from these unions that Draconic Bloodline sorcerers trace their lineage, manifesting the traits and magic of their draconic ancestors.

West of the Tyurzi Mountains, however, chromatic dragons are entirely absent. Here, the Celestial Dragons reign, and the power of draconic bloodlines takes a different form. Mist dragons, a unique species associated with the Celestial Empire, have the ability to polymorph, but they do not engage in relationships with humanoids that could lead to sorcerous offspring. Instead, sorcerers with ties to eastern dragons are known as Wu Jen, representing a distinct magical tradition shaped by the philosophies and mysticism of the Celestial Empire (*see Wu Jen Sorcerer for more details*). This geographic and cultural divide in draconic influences is a mystery understood only by the dragons themselves, who remain silent on the matter.

In regions where chromatic dragons are present, Draconic Bloodline sorcerers are often viewed with a mix of awe and wariness. Their draconic features, such as scaled skin or fiery breath, mark them as otherworldly, and their magic reflects the raw, primal power of dragons. In the Flanaess, these sorcerers are sometimes revered as champions of dragonkind or feared as harbingers of destruction, depending on their lineage and personal inclinations.

SHADOW SORCERY

Masters of darkness and dread.

Shadow Magic sorcerers, enigmatic and often misunderstood, have no formal organizations or fraternal orders to call their own. Their power comes from a personal connection to the Shadowfell, the plane of shadow and despair, rather than any structured training or heritage. This innate tie to the Shadowfell means these sorcerers often emerge in regions where the veil between Oerth and the Shadowfell is particularly thin, and their abilities are as mysterious as the shadowy realm itself.

In the Flanaess, Shadow Magic sorcerers are frequently encountered in the Dim Forest, a place steeped in eerie shadows and fey influence. Legends tell of shadowy figures moving through the dense foliage, manipulating darkness and disappearing without a trace. These sorcerers are often seen as harbingers of danger or omens of ill fate, but some locals believe they serve as protectors, keeping darker forces of the Shadowfell at bay.

In the Ryuujin Empire in the far west, Shadow Magic sorcerers find a different kind of purpose. Among the ninja clans that operate in this eastern empire, shadow sorcerers often rise to positions of leadership. Their mastery over darkness and stealth aligns perfectly with the clandestine operations of these secretive groups, allowing them to blend their arcane abilities with the deadly arts of the ninja. These sorcerers are revered within the clans for their ability to

harness the shadows, both literally and metaphorically, to achieve their objectives.

SILENT ONES SORCERY

Guardians of lost lore, keepers of forbidden secrets

The Silent Ones are a reclusive and enigmatic order of spellcasters headquartered in the Old Keoland region of the Flanaess. From their imposing stronghold, the *Silent Tower*, they safeguard lost magical lore and protect the world from its misuse. Their libraries contain secrets that span the entirety of Oerth's history, from the pre-Cataclysmic epochs of the Suel and Baklunish empires to the modern evolution of magical theory. These custodians of arcane knowledge see themselves as the ultimate arbiters of who may wield the power of magic and who must be denied its destructive potential.

The Silent Ones are divided into two primary branches. *The Anchorites of the Tower* are cloistered scholars who dedicate their lives to research, cataloging, and safeguarding the tower's archives. Typically wizards or lore bards, Anchorites rarely leave the confines of the Silent Tower, focusing instead on deciphering ancient texts, preserving forgotten magical theories, and guarding dangerous relics. They are the keepers of the order's vast repository of knowledge and the spiritual heart of its mission.

The Wanderers, by contrast, are the active agents of the Silent Ones, often sorcerers with innate Suel bloodline magic. They roam the world seeking out lost magical lore, dangerous artifacts, and knowledge that could imperil the balance of the multiverse. Their innate magical abilities make them ideal candidates for this mission, as their powers are internalized and cannot be stolen or corrupted like those of a wizard. Wanderers often operate in small groups or integrate themselves into adventuring parties, where they quietly pursue the order's objectives under the guise of treasure hunters or allies. Their work takes them to ancient tombs, forgotten ruins, and other places where arcane secrets are buried, often putting them at odds with rival factions or power-hungry individuals.

While the Silent Ones prefer subtlety and manipulation, they are not above using force when necessary. They see themselves as above moral dichotomies of good and evil, operating instead according to a rigid code of necessity. Their methods are often harsh, as they will go to great lengths to protect their secrets, including deception, theft, or even assassination if deemed essential. Their actions are always calculated and deliberate, designed to minimize the risk of magical knowledge falling into the wrong hands.

Silent Ones are instantly recognizable by their austere appearance. They dress in plain gray or brown cassocks, eschewing finery and carrying only the simplest weapons, such as staves or daggers. Beyond their robes, they carry few magical items and avoid keeping potent artifacts or spellbooks on their person unless absolutely necessary.

When transporting such dangerous objects, Silent Ones ensure they are heavily protected and carefully concealed. To them, magical items are not possessions but responsibilities—entrusted to them until they are either stored in the Silent Tower or destroyed if deemed too dangerous to exist.

The Silent Ones are both revered and feared throughout Old Keoland and beyond. Their goals, while ostensibly noble, often lead them into conflict with other factions, including adventurers and rival magical orders. To encounter a Silent One is to cross paths with a keeper of secrets, an agent of control, and a living embodiment of magic's enduring mystery.

LEVEL 3: SILENT ONE SPELLS

When you reach a Sorcerer level specified in the Silent Ones Spells table, you thereafter always have the listed spells prepared.

SILENT ONE SPELLS

Spell Level	Spells
3	Blindness/Deafness, Detect Thoughts
5	Counterspell, Dispel Magic
7	Leomund's Secret Chest, Mordenkainen's Private Sanctum
9	Legend Lore, Scrying

LEVEL 3: ARCANE WORKINGS

Their deep understanding of magical formulae grants the Silent Ones an enhanced ability to resist and analyze magical effects.

Spell Resistance. You can add your proficiency bonus to any saving throw made against a spell or magical effect.

Innate Spell Knowledge. You know the Identify and Detect Magic spells and may cast them without using a spell slot. You can cast each of these spells as rituals only.

LEVEL 6: ARCANE NULLIFICATION

Your training allows you to disrupt the magic of others. As a reaction when a creature you can see within 30 feet casts a spell, you can force the caster to make a Constitution saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$). On a failure, the spell fails and has no effect, though the spell slot is still expended. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses after a long rest.

LEVEL 14: MASK OF SLEROTIN

Sometimes, a Silent One must use subterfuge to enter an enemy's lair or escape undetected from some theft of magical artifice. In these cases, members of the order turn to the lessons of the founder of their order, the last Suel Mage of Power, Slerotin. Beginning at 6th level, Silent Ones may cast Disguise Self at will without using a spell slot and you may use the Subtle Spell metamagic feature without expending any sorcery points.

LEVEL 14: RUNE OF REGULATION

Starting at 14th level, you can place a powerful rune upon a magic item to suppress its magical properties. As an action, you may touch a single magic item. If the magic item is being held or worn by an unwilling target, you must make a normal, unarmed melee attack. On success, a glowing rune appears on the object, nullifying all of its magical abilities for a number of days equal to your proficiency bonus. On an unsuccessful hit, nothing occurs.

❖ The Rune of Regulation is plainly visible on the item and can be removed at will by any Silent One as an action (*this is typically done only in the hidden sanctums of the Silent Tower*).

❖ The rune cannot be dispelled, but it can be removed with a remove curse or wish spell.

This feature does not affect artifacts or legendary items.

LEVEL 18: SPELL CLONE

Only the most experienced Silent Ones can attempt a Spell Clone. Starting at 18th level, you gain the ability to temporarily replicate spells cast by others, holding them in your memory for later use.

When a creature within 60 feet of you completes the casting of a spell, you can use your reaction to attempt to clone the spell. Make an Intelligence (Arcana) check with a DC equal to $10 + \text{the spell's level}$. On a success, you capture the spell's magical essence. You can hold a number of cloned spells equal to your Charisma modifier (minimum of one). Cloned spells remain available until you finish a long rest or until you cast them. Casting a cloned spell requires an action, and you use your own spellcasting ability and spell save DC. You do not need to provide material components for the cloned spell. Once a spell is cloned, it is treated as if you had prepared or known it for the duration.

STORM SORCERY

Commander the skies and shapeers the seas.

Storm sorcerers, much like their shadow-infused counterparts, emerge where the elemental forces of air have a profound influence on the natural world. These sorcerers are often tied to regions where the veil between the Material Plane and the Elemental Plane of Air is thin. Coastal areas battered by frequent storms, such as those along the Solnor Ocean and the Dramidj Coast, produce many storm sorcerers. Similarly, the jagged peaks of great mountain ranges, where the winds howl and lightning dances among the clouds, are often home to these tempestuous magic wielders.

The nation of Risay, under the guidance of a powerful Djinni noble, boasts perhaps the highest concentration of storm sorcerers on Oerik. Here, their powers are respected and cultivated, as they are seen as extensions of their elemental lady's domain. These sorcerers often serve as advisors,

emissaries, or champions of Risay, their magic reflecting the wild and unpredictable nature of the storms they embody.

On the continent of Hepmonaland, the feared magical order known as *Breku's Fangs* consists almost exclusively of storm sorcerers. These ruthless sorcerers are bound together by a shared reverence for the destructive might of nature. Their storm-driven magic is a tool for domination, allowing them to unleash torrential winds and crackling lightning upon their enemies. Legends of their power spread fear among neighbouring tribes and kingdoms, and their name is whispered with both awe and dread.

While rare in the Flanaess, storm sorcerers occasionally arise in places like the Pomarj coastline or the highlands of Geoff and Sterich, where turbulent weather patterns and proximity to elemental forces shape their destinies. In the west, particularly near the Tyurzi Mountains and along the Pearl Sea, storm sorcerers often form small, tight-knit communities, seeing themselves as chosen vessels of the storm's raw power.

WILD MAGIC SORCERY

Unpredictable wielders of arcane chaos

Wild magic sorcerers are embodiments of chaotic arcane energy, their power unpredictable and untamed. Unlike other sorcerous bloodlines, they rarely form cohesive orders or guilds, as their abilities defy structured training or control. Instead, wild magic sorcerers tend to arise spontaneously, often in regions where significant magical events have disrupted the natural balance.

The *Sea of Dust* and the *Dry Steppes* are among the most potent sources of wild magical energy on Oerik, remnants of ancient catastrophes and long-lost civilizations. Similarly, the *Wastelands of Pesh* are a wellspring of chaotic magical power, a scar left behind by the Demon Wars of ancient times. These regions are rife with wild magic anomalies, birthing sorcerers whose powers reflect the instability of the land. Those who emerge from such areas often carry the echoes of destruction and unpredictability in their spells, seen as both wonders and dangers to those they encounter.

In more populated areas, wild magic sorcerers often have no knowledge of the source of their powers, living as outcasts or wanderers. Some view their abilities as a curse, struggling to control the chaotic bursts of arcane energy, while others embrace the unpredictability, reveling in the freedom and destruction it can bring.

WU JEN SORCERY

Guardians of elemental harmony

Wu Jen are enigmatic spellcasters who draw their powers from a deep connection to the *Five Celestial Dragons*, elemental nature spirits of immense power that govern the metaphysical forces of the western lands of Oerik. Unlike

MASTER WEI-YU OF WUNAN
WU JEN SORCERER



wizards who rely on rigorous study or other sorcerers with innate abilities, Wu Jen attune themselves to the spiritual and elemental energies of the world, learning their craft through direct communion with these ancient entities. From their draconic patrons, Wu Jen gain mastery over the *Five Celestial Elements*: *fire*, *air*, *wood*, *water*, and *metal*.

While eastern scholars acknowledge only four elements—*earth*, *air*, *fire*, and *water*—western metaphysics reveals a more intricate cosmology. In this tradition, each element corresponds to one of the Five Celestial Dragons, who embody and govern its essence. The great Suhfeng scholar *Thu Kin Boh* demonstrated over a millennium ago that these dragons are not merely associated with the elements but are their spiritual wellsprings. This elemental connection is unique to the Celestial Dragons, further distinguishing them from the dragons of other regions.

In a land where the use of magic is tightly regulated, Wu Jen operate largely outside the purview of official arcane institutions. The Celestial Emperor's decrees over a thousand years ago severely restricted the teaching of magic to prevent the reckless summoning of fiends. Today, only those who train in the *Imperial College of Magic*—rigorously monitored by the *Ministry of Magic and Faith*—are sanctioned to wield arcane power within the Celestial Empire.

Denied access to formal magical education, aspiring Wu Jen retreat to the wilderness, becoming hermits who purify their bodies and minds to connect with the spiritual forces of the world. By cultivating this harmony, they attract the attention of elemental spirit messengers sent by the Celestial Dragons, who teach them to shape the invisible forces of existence.

Wu Jen are often solitary figures, mistrusted or revered for their mystical nature. Most are humans, though individuals from other species in the west can also follow this path. They are easily recognizable by their unique behaviors shaped by their taboos and by their close attunement to the natural world. Despite their isolation, Wu Jen sometimes serve as intermediaries between the mortal and elemental realms, using their powers to maintain balance or fulfill their own enigmatic agendas.

LEVEL 3: ELEMENTAL AFFINITY

Your Wu Jen magic has an affinity with one of the Five Celestial Dragons. Choose from: *Huolung*, the Amber Dragon; *Shuilung*, the Viridian Dragon; *Landshelung*, the

Cerulean Dragon; *Yinlung*, the Argent Dragon; *Ziselung*, the Violet Dragon.

Based on your choice, you have Resistance to that dragon's associated type, and when you cast a spell that deals damage of that type, you can add your Charisma modifier to one damage roll of that spell.

CELESTIAL DRAGONS

Dragon	Damage Type
<i>Huolung</i>	Fire
<i>Landshelung</i>	Lightning
<i>Shuilung</i>	Cold
<i>Yinlung</i>	Slashing
<i>Ziselung</i>	Piercing

LEVEL 3: WU JEN SPELLS

When you reach a Sorcerer level specified in the Wu Jen Spells table, you thereafter always have the listed spells prepared based on your attuned Celestial Dragon. See the Wu Jen Spells Table below.

LEVEL 3: TABOOS AND DISCIPLINE

Your connection to the Celestial Dragons is maintained through strict adherence to chosen taboos, which both restrict your actions and grant you supernatural benefits. These taboos are not mere customs but spiritual disciplines that align your body and mind with the Five Celestial Elements. Breaking a taboo disrupts this alignment and severs its associated benefit until you perform a short or long rest to meditate and offer incense or oils worth 1 gp.

When you gain this feature, you choose one taboo. At 6th, 14th, and 18th levels, you gain additional taboos, each with its own benefit. You must follow all chosen taboos to maintain their benefits.

Taboos

Cannot Sit Until Everyone Else Has. Your constant vigilance sharpens your reactions. You gain advantage on initiative rolls.

Cannot Eat Meat. Your pure diet bolsters your body. You gain resistance to poison damage and advantage on saving throws against the poisoned condition.

May Not Wear Shoes. Your connection to the earth heightens your awareness. You gain a +1 bonus to AC while barefoot and cannot be surprised while conscious.

Cannot Own More Than Can Be Carried. Your minimalist lifestyle enhances your speed. Your movement speed

WU JEN SPELLS

Spell Level	Huolung	Landshelung	Shuilung	Yinlung	Ziselung
3	Burning Hands, Faerie Fire	Fog Cloud, Thunderwave	Armor of Agathys, Frost Fingers	Earth Tremor, Shield	Entangle, Goodberry
5	Heat Metal, Scorching Ray	Gust of Wind, Shatter	Hold Person, Snilloc's Snowball Storm	Heat Metal, Maximilian's Earthen Grasp	Barkskin, Spike Growth
5	Fireball, Flame Arrows	Call Lightning, Lightning Bolt	Sleet Storm, Wall of Ice	Elemental Weapon, Erupting Earth	Plant Growth, Speak With Plants
9	Fire Shield, Wall of Fire	Ice Storm, Storm Sphere	Control Water, Ice Storm	Stone Shape, Wall of Stone	Grasping Vines, Guardian of Nature

increases by 10 feet, and you gain proficiency in Dexterity (Acrobatics).

Must Make a Daily Offering. Your devotion strengthens your spellcasting. You have advantage on Constitution saving throws to maintain a concentration spell.

Cannot Bathe. The natural dirt and grime provide camouflage. You gain advantage on Dexterity (Stealth) checks in natural environments.

Cannot Eat Inside. Your exposure to the elements bolsters your fortitude. You gain temporary hit points equal to your level whenever you complete a short or long rest outdoors.

Cannot Cut Hair. Your flowing hair channels energy. You gain proficiency in Intelligence (Arcana), and you can cast identify without using a spell slot once per long rest.

Cannot Open Doors. Your reliance on others sharpens your social awareness. You gain proficiency in Wisdom (Perception), and you can use your Charisma modifier instead of Wisdom for Perception checks.

Must Not Lie. Your truthfulness enhances your social grace. You gain proficiency in Charisma (Insight), and once per day, you can cast zone of truth without expending a spell slot.

Cannot Touch a Dead Body. Your avoidance of death's touch shields you from harm. Once per long rest, when you fail a death saving throw, you can reroll it.

Cannot Drink Alcohol. Your clarity of mind sharpens your perception. You gain proficiency in Wisdom (Perception), and you can cast detect magic without using a spell slot once per long rest.

Cannot Wear a Certain Colour. Your discipline against vanity enhances your wisdom. You gain advantage on saving throws against illusion effects.

Cannot Sit Facing East (or Another Direction). Your strict adherence to orientation aligns your senses. You gain proficiency in Intelligence (History) and advantage on checks related to navigation or orientation.

The DM is encouraged to highlight the narrative and mechanical challenges of adhering to taboos, using them as opportunities for creative problem-solving and roleplay.

For example:

- ❖ A character who cannot open doors might need to rely on companions or ingenious workarounds.
- ❖ A barefoot character traveling through a volcanic wasteland could face unique hazards.
- ❖ A truthful Wu Jen might struggle in situations requiring deception or tact.

Taboos should enhance the flavour and challenge of the Wu Jen without becoming excessively punitive, emphasizing their spiritual discipline and mystique.

LEVEL 6: ELEMENTAL SHIELD

Your connection to the Five Celestial Dragons grants you the ability to weave elemental energy into a protective shield.

Reactive Shield. When you take damage, you can use your reaction to summon a shield of elemental energy tied to your Elemental Affinity. The shield reduces the damage by an amount equal to $1d10 + \text{your Charisma modifier} + \text{your proficiency bonus}$. The type of shield and its effects depend on your Elemental Affinity:

Huolung (Fire). The shield flares outward, dealing fire damage equal to your Charisma modifier to creatures within 5 feet of you.

Landshelung (Air). The shield manifests as a gust, pushing all creatures within 10 feet of you 5 feet away unless they succeed on a Strength saving throw ($\text{DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$).

Shuilung (Water). The shield creates a misty shroud, granting you half cover until the start of your next turn.

Yinlung (Metal). The shield hardens, increasing your AC by 2 until the start of your next turn.

Ziselung (Wood). The shield restores hit points to you equal to half the damage blocked.

Once you use this feature, you can't use it again until you finish a short or long rest..

LEVEL 14: ELEMENTAL MANIFESTATION

At 14th level, your bond with the Celestial Dragons allows you to channel their elemental power directly, temporarily transforming into a living embodiment of your Elemental Affinity. As a bonus action, you can activate your Elemental Manifestation, gaining unique benefits for 1 minute. The effects depend on your Elemental Affinity:

Huolung (Fire). Your body becomes wreathed in flames. Creatures that touch you or hit you with melee attacks take fire damage equal to your Charisma modifier. Your fire spells ignore resistance to fire damage.

Landshelung (Air). Your movements become light and swift as air. You gain a flying speed of 30 feet, and ranged attacks against you have disadvantage.

Shuilung (Water). Your body becomes fluid and shifting. You can move through enemy spaces without provoking opportunity attacks, and you gain resistance to bludgeoning, piercing, and slashing damage.

Yinlung (Metal). Your skin takes on a metallic sheen. You gain immunity to critical hits, and your weapon attacks count as magical and deal an additional $1d8$ damage of your choice from slashing, piercing, or bludgeoning.

Ziselung (Wood). Vines and roots grow around you, healing you or a creature within 30 feet for your Charisma modifier at the start of your turns. Additionally, your reach increases by 5 feet for melee attacks.

Once you use this feature, you can't use it again until you finish a long rest.

LEVEL 18: CELESTIAL DRAGON'S DOMINION

At 18th level, your attunement to the Five Celestial Dragons reaches its peak, granting you the ability to channel their elemental power on a grand scale, reshaping the battlefield and overwhelming your enemies.

Elemental Surge. As an action, you unleash the might of your Elemental Affinity in a 30-foot radius centered on you. The effects depend on your affinity:

Huolung (Fire). Flames erupt around you, forcing all creatures of your choice in the area to make a Dexterity saving throw. On a failed save, they take $8d10$ fire damage and are blinded until the end of their next turn. On a success, they take half damage.

Landshelung (Air). A howling storm surrounds you, forcing creatures of your choice to make a Strength saving throw. On a failed save, they are thrown 30 feet away and knocked prone, taking 6d10 thunder damage. On a success, they take half damage and are not moved.

Ziselung (Wood). Roots and vines spring up, grappling all enemies in the area. Affected creatures must make a Strength saving throw or be restrained for 1 minute. While restrained, they take 4d10 piercing damage at the start of their turns. A restrained creature can repeat the save at the end of its turn, ending the effect on a success.

Shuilung (Water). A torrent of water crashes down, forcing creatures of your choice to make a Constitution saving throw. On a failed save, they take 6d10 cold damage and are slowed (as the Slow spell) for 1 minute. On a success, they take half damage and are not slowed.

Yinlung (Metal). Shards of metal rain down, forcing creatures of your choice to make a Dexterity saving throw. On a failed save, they take 7d10 piercing damage and are frightened for 1 minute. On a success, they take half damage and are not frightened.

Empowered Resistance. For 1 minute after activating this feature, you gain resistance to all damage types except psychic.

Once you use this feature, you can't use it again until you finish a long rest.



WARLOCK

Warlocks, with their eldritch pacts and otherworldly patrons, are enigmatic figures in the World of Greyhawk™. While rare, their presence is often felt in significant ways. These individuals do not study magic like wizards, nor are they born with it like sorcerers. Instead, they gain their arcane power through a binding agreement with an otherworldly being, forever linking their fates to that of their patron.

In the Flanaess, warlocks frequently form pacts with some of the most infamous powers of Oerth. The ascendant demigod *Iuz*, known for his expanding influence, has taken to offering dark bargains to those who would serve his vile purposes. Similarly, *Vecna, the Whispered One*, and *Tharizdun, the Chained Oblivion*, extend their influence through secretive warlocks who risk their sanity and souls in pursuit of forbidden power. While such individuals are shunned or hunted in many places, their cunning and devastating abilities make them difficult to root out entirely. On the other hand, celestial warlocks offer a beacon of hope, channeling their patron's light to combat darkness. One such example is *Jallarzi Sallavarian*, the youngest and most

recently appointed member of the *Circle of Eight*. *Jallarzi* is known for her vigilant watch over the *Free City of Greyhawk*, frequently wandering the city in disguise to monitor and counteract sinister forces.

The Baklunish lands provide a contrasting example, where warlocks are more openly acknowledged. Here, the pacts are often forged not with dark powers but with noble genie lords. Warlocks of the Djinn, Efreet, Marids, and Dao are seen as intermediaries between mortals and the elemental forces, balancing their precarious relationships with their mighty patrons to gain immense elemental power.

P'TING, KENKU GREAT OLD ONE WARLOCK
IN HIS CLOAK OF DISPLACEMENT

In western Oerik, celestial warlocks are a natural fit for the regions' deep connection to the upper planes and their spiritual traditions. Many celestial pact warlocks align themselves with the ideals of order and benevolence. However, not all pacts are so noble—fiendish warlocks also lurk in the shadows. Notably, many daimyo of the Ryuujin Empire have forged pacts with infernal beings, channeling fiendish might to cement their rule and enforce their will upon their domains.

WARLOCK SUBCLASSES

ARCHFEY PATRON

Weaving whimsy and power into the mortal realm's tapestry.

Warlocks with Archfey patrons are drawn into the mysterious and whimsical realm of fey intrigue, serving as emissaries, spies, or pawns in the games of these enigmatic beings. Across Oerik, they are not uncommon in regions known for their strong connections to the Feywild, often sharing space with Oath of the Ancients paladins and Fey Wanderer rangers. These warlocks act as the hands and voices of the Archfey, who use them as tools to influence the mortal world, gather information, and pursue inscrutable goals. In many cases, Archfey warlocks find themselves entangled in fey politics, sometimes becoming unwitting participants in proxy wars waged by their patrons.

One of the most prominent locations tied to Archfey warlocks is the *Court of Twilight Resplendent* in the Dim Forest. This shadowy yet vibrant domain is said to exist where the boundaries between the Feywild and Oerth blur the most. Its Archfey rulers have been known to forge pacts with mortals to further their own mysterious agendas. Another notable place is the *Court of Rings*, hidden within the Welkwood. Accessible only through secret rituals or chance, this realm is said to be a place of eternal revelry and hunting, where Archfey grant power in exchange for mortals playing their roles in endless games of sport and intrigue.

In the Flanaess, these warlocks are typically more closely tied to their patrons, who often make esoteric and sometimes bewildering demands. An Archfey patron might request its warlock to retrieve a single drop of dew from a mountain peak at dawn or to protect a mortal child destined for greatness. These commands often seem nonsensical but invariably serve a purpose in the grand schemes of the Archfey.

By contrast, in western Oerik, Archfey patrons tend to be more distant. Warlocks in these lands often receive their power as part of a pact and are then left to their own devices. The fey patrons in this region rarely intervene directly, leaving their warlocks to interpret and enact their wills as they see fit. This aloofness can be both freeing and frustrating, as these warlocks lack the direct guidance or interaction their eastern counterparts might experience.

ANIMAL LORD PATRON

Tag line

While humanoids worship a wide variety of gods, goddesses and other beings, the animals of Oerth turn to singular champions: the *Animal Lords*. These ancient, godlike beings represent their species' primal essence and act as guardians of their kind. Each Animal Lord embodies the spirit and traits of its associated species—whether the cunning of the fox, the senses of the hawk, or the grace of the cat. Animal Lords dwell across the Upper Plane known as the Beastlands, and even the Feywild, serving as protectors of their kin and stewards of the natural order.

Your pact is with one such Animal Lord, a timeless being who grants you power in exchange for your service as its emissary. Whether your relationship with your patron is one of mutual respect, manipulation, or domination depends on the animal lord's temperament and your role in its plans. You carry the traits and essence of your patron's animal, whether you channel the predatory prowess of the Cat Lord or the eerie calm of a Lizard King. Your connection grants you influence over creatures of the natural world, the ability to tap into their senses, and the primal strength of the wild.

LEVEL 3: ANIMAL LORD

The Animal Lords are paragons of the natural world, embodying the essence of specific animals and their spirits. As a warlock with this patron, you are bound to one of these powerful entities, serving as their emissary in the mortal realm. Your connection grants you gifts reflective of their domains and purpose, whether it's the cunning of a predator, the majesty of a raptor, or the wisdom of the forest.

When you choose this patron at 3rd level, select one of the following Animal Lords as your benefactor. This choice determines specific features you gain.

Cat Lord. The Cat Lord is the embodiment of felines, embodying cunning, independence, and lethal precision. Often appearing as a sleek non-binary humanoid with feline features or a graceful panther, the Cat Lord seeks to influence mortal affairs with guile and cleverness.

Feline Grace. Your reflexes are enhanced by the Cat Lord's agility. You gain proficiency in Acrobatics, and you can add your Charisma modifier to Dexterity (Acrobatics) checks. Additionally, when you take the Dodge action as a bonus action.

Great Stag. The Great Stag is the guardian of the forest and plains and a symbol of nobility and protection. It represents the stamina and endurance of hooved animals such as a deer, elk, bison, antelope, etc. Known for its grace and wisdom, this majestic being takes the form of a massive white stag, often wreathed in shimmering green light.

Forest's Blessing. The Great Stag empowers you with the vitality of the wild. You have advantage on saving throws against being restrained or paralyzed. Additionally, you can use your reaction to grant yourself temporary

ANIMAL LORD SPELLS

Spell Level	Cat Lord	Lizard King	Pack Master	Hawk Queen
3	Animal Friendship, Animal Messenger, Darkvision, Feather Fall	Animal Friendship, Animal Messenger, Jump, Spider Climb	Animal Friendship, Animal Messenger, Longstrider, Warding Bond	Animal Friendship, Animal Messenger, Gust of Wind, Zephyr Strike
5	Catnap, Hypnotic Pattern	Water Breathing, Stinking Cloud	Conjure Animals, Fear	Fly, Haste
7	Compulsion, Freedom of Movement	Aura of Purity, Freedom of Movement	Dominate Beast, Mordenkainen's Faithful Hound	Dimension Door, Freedom of Movement
9	Awaken*, Dream	Awaken*, Commune with Nature	Awaken*, Treestride	Awaken*, Mislead

*The Awaken spell can only target creatures related to your Animal Lord patron. For example, a Warlock with the Cat Lord patron may Awaken house a cat or a panther, while a Lizard King warlock could awaken a simple house gecko or a crocodile.

hit points equal to your warlock level when you take damage. You can do so a number of times equal to your Charisma modifier and regain all expended uses on a short or a long rest.

Lizard King. The Lizard King is a patient and deadly predator, representing reptiles and their cold-blooded efficiency. This lord is often aloof, concerned with survival and dominance, appearing as a humanoid with scaled skin or a mighty lizard.

Scaled Resilience. The Lizard King's power fortifies you. Your AC increases by 1 while you are not wearing armor. Additionally, you gain advantage on saving throws against being frightened or poisoned.

Pack Master. The Pack Master, also called the Wolf Lord, is the guardian and paragon of canines, including wolves, jackals, foxes, and even domestic dogs. Known for their cunning, loyalty, and ferocity, the Pack Master embodies both the wild instincts of predators and the protective, cooperative spirit of pack life. As the Pack Master's warlock, you channel the spirit of these creatures, gaining abilities that reflect their hunting prowess, fierce loyalty, and tactical brilliance.

Predator's Focus. Your connection to the Pack Master heightens your senses, allowing you to perceive the world with unparalleled clarity. You gain proficiency in Perception, and you can add your Charisma modifier to Wisdom (Perception) checks. When you make a Perception check to locate a hidden creature, you have advantage if the creature has moved within the last minute. Additionally, while taking the Search action, your movement speed is not reduced.

Queen of Hawks. The Queen of Hawks is the embodiment of freedom and sharp-eyed vigilance, often appearing as a humanoid with hawk-like features or a magnificent raptor. She values clarity, precision, and independence.

Eyes of the Sky. You gain the ability to see great distances. You can see up to 1000 feet away with no difficulty, able to discern fine details as if looking at something no more than 100 feet away. Additionally, ranged weapon attacks you make do not suffer disadvantage from long range.

LEVEL 3: ANIMAL LORD SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Animal Lord Spells table, you thereafter always have the listed spells prepared based on your specific patron.

LEVEL 6: BEAST FORM

Your patron allows you to assume the form of an animal. As a Bonus Action, you shape-shift into a Beast form that your Animal Lord patron represents. You stay in that form for a number of hours equal to half your Warlock level, until you use the Beast Form feature again, have the Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

LEVEL 10: CALL OF THE WILD

You can summon a group of beasts to aid you in times of need. As an action, you can expend a warlock spell slot to call forth up to 3 beasts of CR 1/4 or lower (such as wolves, hawks, or giant lizards) that serve you for 1 hour or until they drop to 0 hit points. These creatures act on your turn, obeying your verbal commands. If no command is given, they take the Dodge action. You can use this feature once per long rest without expending a spell slot.

LEVEL 14: APEX FORM

Your connection to your patron allows you to temporarily transform into an apex version of their animal type. As an action, you can transform into an *Apex Beast* associated with your patron for up to 1 hour. You retain your Intelligence, Wisdom, and Charisma scores as well as your ability to speak and cast warlock spells. Once you use this feature, you can't do so again until you finish a long rest.

CELESTIAL PATRON

Radiant emissaries of divine power

Warlocks who make pacts with celestial patrons are among the most revered—and sometimes mistrusted—of their kind. Their connection to entities of radiant power, such as archangels or celestial dragons, grants them the ability to channel divine energy in ways that rival clerics and paladins. Unsurprisingly, the majority of Celestial Pact warlocks are found in the Celestial Empire of western Oerik, where their abilities align with the empire's spiritual and bureaucratic

SMILODON (CAT LORD)

Large Beast

AC 12 plus your wisdom modifier **Initiative** Unchanged
HP 5 plus five times your Warlock level
Speed 40 ft.

MOD		SAVE		MOD		SAVE	
STR	18	+4	varies	INT	n/a	varies	varies
DEX	14	+2	varies	WIS	n/a	varies	varies
CON	15	+2	varies	CHA	n/a	varies	varies

Skills You retain your known skills.
Senses Darkvision 60 ft.
Languages You retain your known languages

TRAITS

Keen Smell. You have advantage on Wisdom (Perception) check that rely in smell.

Pounce. If you move at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, you can make one bite attack against it as a bonus action.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft. one target. Hit: 10 (1d10+5) piercing damage.

Claw. Melee Weapon attack: +6 to hit; reach 5 ft., one target. Hit: 12 (2d6+5) slashing damage.

GIANT GILA MONSTER (LIZARD KING)

Large Beast

AC 14 plus your wisdom modifier **Initiative** Unchanged
HP 5 plus five times your Warlock level
Speed

MOD		SAVE		MOD		SAVE	
STR	18	+4	varies	INT	n/a	varies	varies
DEX	12	+1	varies	WIS	n/a	varies	varies
CON	16	+3	varies	CHA	n/a	varies	varies

Skills You retain your known skills.
Senses Darkvision 60 ft.
Languages You retain your known languages

TRAITS

Spider Climb. The lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 4) piercing damage, and the target must succeed on a DC 14 Con save or be Poisoned for 1 minute.

Tail. Melee Weapon Attack: +4 to hit, reach 10 ft., one target not grappled by the lizard. Hit: 12 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be Knocked Prone.

DIRE WOLF (VARIANT) (PACK MASTER)

Large Beast

AC 13 plus your wisdom modifier **Initiative** Unchanged
HP 5 plus five times your Warlock level
Speed 40 ft.

MOD		SAVE		MOD		SAVE	
STR	18	+4	varies	INT	n/a	varies	varies
DEX	16	+3	varies	WIS	n/a	varies	varies
CON	16	+3	varies	CHA	n/a	varies	varies

Skills You retain your known skills.
Senses Darkvision 60 ft.
Languages You retain your known languages

TRAITS

Keen Smell. You have advantage on Wisdom (Perception) check that rely in smell.

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 9 (1d10 + 4) Piercing damage, and the target has the Prone condition if it is Huge or smaller.

GIANT EAGLE (HAWK QUEEN)

Large Beast

AC 12 plus your wisdom modifier **Initiative** +2
HP 5 plus five times your Warlock level
Speed 20 ft., Fly 80 feet

MOD		SAVE		MOD		SAVE	
STR	16	+3	varies	INT	n/a	varies	varies
DEX	17	+3	varies	WIS	n/a	varies	varies
CON	13	+1	varies	CHA	n/a	varies	varies

Skills You retain your known skills.
Senses Darkvision 60 ft.
Languages You retain your known languages

TRAITS

Keen Eyesight. You have advantage on Wisdom (Perception) check that rely in sight.

ACTIONS

Multattack. You can make two attacks: one with your beak and one with your talons.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

ideals. Many Celestial Pact warlocks serve as officials within the Celestial Bureaucracy, mediating disputes, enforcing laws, and acting as living symbols of the empire's connection to the divine.

In the Baklunish lands, Celestial Pact warlocks are less common but not unheard of. They tend to appear most frequently in Risay and Komal, regions influenced by their proximity to the Celestial Empire and its traditions. These warlocks are often viewed as emissaries of celestial will, blending their radiant powers with local customs. In contrast, regions such as Zeif and Ekbir, with their strong traditions of clerical and divine magic, tend to see warlocks as outsiders, and Celestial Pact warlocks are rare and sometimes distrusted. Nevertheless, those who appear in these lands often act as wandering holy men or champions of celestial causes, striving to bridge cultural divides while carrying out the will of their patrons.

FATHOMLESS PATRON

Harbingers of the depths, wielding the oceans' fury.

Warlocks who forge pacts with the entities of the deeps are becoming a more familiar sight along the coastal regions of Oerik, especially near the Dramidj Ocean and the Pearl Sea. These enigmatic individuals draw their power from unfathomable horrors that dwell in the darkest recesses of the ocean, from krakens and sea serpents to alien minds of the Abyss. Their motivations for forming these pacts are as varied as the seas themselves—some seek vengeance, others knowledge, and some are merely desperate souls who made a dire bargain to survive.

Two notorious organizations feature Fathomless warlocks among their ranks: *The Brethren of the Coast*, operating in the Dramidj Ocean, and *The Corsair's League*, sailing the Pearl Sea. While these pirate nations have no direct connection, their similarities are striking. Both are feared as cutthroat seafarers, and rumours swirl that their leaders owe their allegiance to monstrous entities beneath the waves. The motives of these dark patrons remain a mystery, but their growing influence suggests that their plans reach far beyond the oceans.

FIEND PATRON

Agents of infernal schemes and abyssal chaos

Fiend pact warlocks are the most prevalent type of warlock across Oerik, found in nearly all cultures and nations. Approximately 60% of these warlocks have sworn pacts with the denizens of the Nine Hells, while the remaining minority serve demonic and other fiendish forces. These demonic warlocks are primarily concentrated in regions such as the wastelands of Pesh in western Oerik and the lands of Iuz in eastern Oerik, where the influence of the Abyss is particularly strong.

Warlocks bound to the devils of the Hells are notorious for their involvement in political machinations. From the shadowy courts of *Great Zundal*, to the decaying halls of the *Great Kingdom*, and the vibrant intrigue of the *Raji of Srinagar*, these infernal warlocks manipulate mortal affairs to serve their patrons' insidious agendas. However, two regions stand out as bastions of fiendish influence: the *Ryuujin Empire* and the *Horned Society*.

In the Horned Society, warlocks devoted to fiendish patrons like Anthraxus have grown significantly in number over the last few years. These individuals play critical roles in the Society's brutal hierarchy, enforcing its cruel edicts and furthering the malevolent schemes of their patrons. Similarly, in the Ryuujin Empire, fiend-pact warlocks shape the very fabric of its political and military strategies, making infernal influence an inseparable part of its culture.

GENIE PATRON

Bound to the will of genies and shaped by the lands of their ancestry.

Warlocks who form pacts with genies are deeply tied to the cultural and ancestral heritage of the Baklunish peoples, where such arrangements are relatively commonplace. These warlocks channel the elemental might of the genies, forging bonds that harken back to the era of the *Twin Cataclysms*, when the Baklunish first allied with genie-kind to survive and rebuild their lands. While such pacts are traditionally limited to those of Baklunish descent, exceptions can occur, though they are exceedingly rare and often require direct intervention by the genies themselves.

The elemental nature of the genie patrons typically reflects the geography and cultural nuances of the warlock's homeland. In *Risay*, for example, where the skies are vast and the winds constant, pacts with Djinn are the most common, reflecting the air element's prominence. In *Zeif*, the arid deserts and blazing heat see many warlocks aligned with Efreet, channeling fire's destructive and transformative power. By contrast, warlocks in *Ekbir* or *Tusmit* may more often swear pacts with Marids, drawing on the life-giving and unpredictable nature of water, or Dao, embracing the resilience and strength of the earth.

In Baklunish lands, these warlocks are often seen as extensions of their genie patrons' will, their power regarded with both reverence and caution. They frequently act as intermediaries between genie-kind and the mortal realm, performing tasks for their patrons that align with the genies' inscrutable goals. However, these warlocks must tread carefully, as genie-kind are known for their pride, capriciousness, and penchant for twisting words to their advantage.

While genie warlocks are most often found in Baklunish lands, they are not wholly unknown in the regions bordering the Dry Steppes or even in the northern reaches of the Sea of Dust, where ancient ruins and elemental influences linger.

from the time of the Twin Cataclysms. These individuals are rare, their existence often steeped in legend, but they exemplify the far-reaching connections between the Baklunish and genie-kind.

GREAT OLD ONE PATRON (THARIZDUN)

Voices from the void guide your steps.

On Oerth, warlocks who claim the Great Old One as their patron often find themselves bound to Tharizdun, *the Dark God*. However, the insidious nature of Tharizdun's influence means that many of his warlocks do not knowingly serve him. Drawn to the whispers of a vast and alien presence, these warlocks believe they are communing with ancient, incomprehensible forces—entities from the Far Realm or beyond mortal understanding. Unbeknownst to them, they are more often pawns more of Tharizdun, serving his agenda through cryptic visions and twisted bargains that only hint at their true purpose.

Legends say Tharizdun's origins lie in the Far Realm or even a previous universe, making his nature utterly alien and incomprehensible. Long ago, he was imprisoned by the combined efforts of ancient beings known as the *Great Powers*, with some myths crediting Pelor and other deities from both good and evil alignments for ensuring his containment. Despite his imprisonment, Tharizdun's essence seeps into the world, corrupting minds and spreading chaos in his name.

Tharizdun is credited with some of the darkest events in Oerth's history. He is said to have destroyed the ancient Kingdom of Sulm through the Scorpion Crown's dark powers. His subtle influence can turn mortals into his agents without them ever realizing the source of their power. Few warlocks of the Great Old One comprehend that their patron is Tharizdun; they are often consumed by visions of alien geometries or unknowable truths, mistaking their guidance for the will of a lesser entity or a fragment of forgotten cosmic wisdom.

Tharizdun's warlocks are most often found where his influence is strongest, such as around the *Temple of Elemental Evil*, the wastelands of *Pesh*, in the *lands of Luz*, where chaos festers or in the deadly courts of the Aerdi nobility. Some believe they draw their power from Zuggtmoy or elemental forces, but in truth, only a few of Tharizdun's most devoted followers realize his identity and embrace his ultimate agenda: to weaken his prison and bring about his return.

Tharizdun's presence is also linked to secretive organizations. The Scarlet Order harbours a splinter sect known as *The Black* or *Blackthorns*, dedicated to his worship. Additionally, the *Six From Shadow*, a legendary band of adventurers with apparent time-travelling capabilities, is credited with defeating one of Tharizdun's temples in the Yatil Mountains—an act that temporarily disrupted his growing influence.

HAG PATRON

Dealmakers of despair, weaving curses and cruelty

Warlocks who dare to enter pacts with the Great Hags become the pawns of some of the most hateful and malevolent beings in existence. These Great Hags, with powers rivaling the Archfey and the darkest fiends, are ancient crones like *Baba Yaga*, *the Hag Queen*, and other infamous entities whose cruelty knows no bounds. These beings revel in sowing despair, manipulating mortals, and weaving curses that leave lasting scars on the world.

The warlocks bound to these hags serve as agents of their patrons' malice, wielding the power of whispered hexes and debilitating magics to spread fear and misery. These warlocks are cunning manipulators, adept at bending others to their will, and they thrive on the chaos and suffering they leave in their wake. Wherever a Hag's warlock goes, cruelty often follows.

These warlocks often adopt their patrons' aesthetics, creating eerie sanctuaries that evoke the twisted groves, ramshackle huts, or corrupted glades where their patrons dwell. They are haunted by their bargains, their power a constant reminder of the price paid to serve these dreadful crones. Each curse they cast, each life they ruin, furthers their patron's endless hunger for anguish and despair.

LEVEL 3: HAG SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Hag Spells table, you thereafter always have the listed spells prepared.

HAG SPELLS

Spell Level	Spells
3	Bane, Blindness/Deafness, Dissonant Whispers, Hex
5	Bestow Curse, Gaseous Form
7	Mordenkainen's Private Sanctum, Polymorph
9	Animate Objects, Far Step

LEVEL 3: WHISPERED MALEDICTIONS

Your patron teaches you to twist fate against your enemies. As a bonus action, you can curse a creature within 30 feet that you can see. The target must succeed on a Charisma saving throw against your spell save DC or become cursed for 1 minute. While cursed, the creature has disadvantage on all saving throws (including Death saves). At the end of each of its turns, the creature can make another Charisma saving throw, ending the curse on a success.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses after a long rest.

LEVEL 6: MY POPPET

Your patron sends you a twisted, magical companion to aid you in your endeavors. You gain the ability to cast the Flock of Familiars spell as a ritual, and your familiars gains additional abilities:

- ❖ Your familiars takes on a shadowy or eerie appearance, reflecting your patron's influence.
- ❖ When one of your familiar is within 30 feet of you, it can deliver your Whispered Maledictions or touch spells as if it were you.
- ❖ If one of your familiars is destroyed, you can resummon it without material components after completing a short rest.

LEVEL 10: WITCH'S GRASP

Your curses grow more potent, binding your enemies. When you use Whispered Maledictions, the cursed creature's speed is reduced by 10 feet and it cannot take reactions for the duration of the curse.

Additionally, once per long rest, you can cast Contagion without expending a spell slot. When you do, the target of your Witch's Grasp has disadvantage on saving throws against the spell.

LEVEL 14: AURA OF DREAD

You can call forth a spectral manifestation of your patron's power, shrouding yourself in a haze of otherworldly dread. As a bonus action, an aura radiates from you in a 30-foot Emanation for one minute. The emanation moves with you and grants the following effects:

- ❖ Creatures of your choice within the aura must succeed on a Wisdom saving throw against your spell save DC or become frightened until the end of their next turn.
- ❖ Hostile creatures in the aura have disadvantage on attack rolls against you or your allies.
- ❖ When a creature frightened by this aura starts its turn, it takes psychic damage equal to your Charisma modifier (minimum of 1).

Once you use this feature, you can't do so again until you finish a long rest.

HEXBLADE PATRON

Bound by steel and soul

Hexblades are among the rarest of warlocks on Oerik, their existence tied to the limited number of sentient weapons capable of forging such pacts. These enigmatic individuals derive their power from intelligent, magical armaments, and as such, their numbers are believed to never exceed two dozen at any given time. The scarcity of their patrons makes each Hexblade a unique figure, often thrust into the intricate histories and ambitions of the weapons they serve.

Some of the most renowned sentient weapons known to forge Hexblade pacts include the infamous longsword *Blackrazor*, the unyielding warhammer *Whelm*, the elemental

trident *Wave*, and the deathly glaive *Si-wang*. These weapons are not mere tools but powerful entities with desires, goals, and rivalries of their own. A Hexblade's pact often binds them to these ambitions, whether they align with their own or not, leading to lives filled with peril, intrigue, and conflict.

Hexblade warlocks are not bound by geography or culture, as their patrons choose them based on circumstances as unique as the weapons themselves. One might find a Hexblade roaming the Shield Lands, cutting through the chaos with Blackrazor's malevolent hunger, while another wields the steadfast Whelm in the caverns of the Crystalmist Mountains.

UNDEAD PATRON

Dark pacts with eternal forces

The Undead beings who form pacts with warlocks on Oerik are shadowed in infamy and mystery, their ambitions stretching across the ages. These entities, who have transcended mortality to persist eternally, make their presence felt in the histories and legends of the Flanaess and beyond. While their influence is not as widespread as other patrons, the echoes of their power and their chosen servants are felt in the darkest corners of the world.

The most infamous Undead patron on Oerik is undoubtedly *Acererak*, whose dread tombs have claimed countless lives. His pacts are rumored to draw those obsessed with the secrets of eternal life and death. *Kas the Bloody-Handed*, once the right hand of Vecna, also has followers, his warlocks often driven by vengeance or the promise of unrelenting martial power.

Whispers circulate through the courts of the Great Kingdom that Emperor Ivid IV, driven mad by his lust for eternal power, has embraced undeath to escape his mortal frailty. It is said that he now rules as a lich-like being, forging sinister pacts with those desperate or depraved enough to serve him, creating a shadowy cadre of warlocks bound to his will. Meanwhile, in regions like the Horned Society, undead pacts often take on a militaristic bent, with patrons providing dark soldiers to further the society's schemes.

UNDYING PATRON

Wielding the secrets of immortality to defy death

Death is but a doorway for your patron, who has pierced the veil of mortality to claim an existence unbound by time. The best-known undying patron on Oerik is the dread demigod *Luz*, whose malign influence spreads from his seat of power in Dorakaa. His warlocks serve as dark emissaries, spreading his will and terror across the Flanaess.

Other patrons of this pact are shrouded in mystery and legend. Among the Drachensgrab Hills, whispers tell of the *Earth Dragon*, an ancient and malevolent entity worshipped as an undying force. In the wilds of the Barrier Peaks, rumors

MOLWIN VAR,
SULOISE CONJURER



have surfaced of a strange presence known only as *The Eye*, said to grant power to those who dare approach it. Farther afield, in the sun-drenched lands of Zahind, many of the so-called *Thousand Gods* are believed to be undying beings, entities as old as Oerik itself and steeped in the mysteries of life and death.

Among the enigmatic figures tied to the Undying are tales of *Kelanen, the Sword Lord*, whose status as a hero-deity places him outside traditional mortal and divine classifications. Though not a typical undying patron, Kelanen's mastery over life, death, and balance inspires warlocks who seek to embody his philosophy. These warlocks tread a fine line, wielding power for both creation and destruction as they walk Kelanen's path of equilibrium.

WIZARD

Wizards, the practitioners of arcane magic through study and discipline, can be found in every corner of Oerik. However, the prevalence and nature of wizardry vary greatly depending on the region and its cultural attitudes toward magic. While wizards are common and respected in some lands, they are tightly controlled or viewed with suspicion in others.

In the Suhfeng far west, the regulation of arcane magic has been a defining feature of its magical tradition since the establishment of the Celestial Empire. Wizards are not outlawed, but their practice is meticulously monitored by the Celestial Bureaucracy. Apprentices must navigate a labyrinthine meritocratic system, competing fiercely for limited positions under officially sanctioned instructors. This rigid oversight ensures that magic is wielded only by those deemed worthy and loyal to the empire's divine order.

In Zahind, wizardry is often a family tradition. Knowledge of the arcane arts passes from parent to child, and magical dynasties dominate the landscape of spellcraft. In Sunela, however, a more structured approach prevails. The Imperial College Arcane produces many of the most skilled wizards in the region, most of them of Suel descent. These wizards often serve in imperial courts, merchant houses, or as scholars devoted to the study of magic's potential.

In the Flanaess, Baklunish lands, and Great Zundal, wizardry is more accessible and decentralized. A wide array of schools and academies offer instruction, fostering vibrant magical traditions that differ from nation to nation. Beyond these institutions, countless individual masters take on apprentices, teaching the art of spellcraft in a more personal and tailored manner. This diversity allows for a rich tapestry of magical styles and philosophies to flourish across these lands.

While the paths to magical mastery differ, all wizards share a common drive: the pursuit of knowledge and the unlocking of arcane secrets. Whether meticulously crafting spells under the watchful eye of the Celestial Bureaucracy or innovating freely in the halls of an independent academy, wizards remain at the forefront of magical advancement in Oerik.

WIZARD SUBCLASSES

ABJURER

Shielding allies and banishing threats with unyielding resolve.

Your magic focuses on spells that shield, banish, and safeguard—neutralising harmful effects, driving out malevolent forces, and defending the vulnerable. Abjurers are called upon to exorcise baleful spirits, protect locations from magical surveillance, and seal portals to other planes of existence. Adventuring parties prize Abjurers for their ability to ward against hostile magic and other dangers.

BLADESINGER

Wielders of Arcane Grace and Martial Mastery.

Mostly unknown outside the *Faerie Kingdom of Celene*, Bladesingers are exclusively elven, with most being high or gray elf lineage and a rare few among the wood elves. They form an elite cadre of warrior-mages who combine swordplay and spellcraft with unmatched elegance. Within Celene, Bladesingers serve as guardians, diplomats, and enforcers of the queen's will. Some venture beyond Celene's borders, wielding their blade and magic against those who threaten the kingdom. The art of the blade song remains a closely guarded secret, known only to the olven masters of Celene.

CHRONOMANCER

Master of time.

Your magic has revealed to you the secrets of time itself. You have devoted your studies to better controlling and mastering time. Few are able to find this path, and fewer still succeed in it. To master this school is to understand the fabric of the universe beyond the realms of magic. There are no known schools or academies that teach chronomancy, and Chronomancers are incredibly rare on Oerik.

LEVEL 3: CHRONOMANCY SAVANT

Choose two Wizard spells from any school that deal with time manipulation, such as Time Stop or Haste. Each chosen spell must be no higher than level 2 and is added to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one time-themed spell of your choice to your spellbook for free. The chosen spell must be of a level for which you have spell slots

LEVEL 3: TEMPORAL AWARENESS

You gain a heightened sense of time and the ability to manipulate its flow. You can add your Intelligence modifier to your Initiative rolls.

Additionally, when a creature you can see within 30 feet of you makes an attack roll or saving throw, you can use your

Reaction to impose a temporal distortion, giving the roll Advantage or Disadvantage (your choice). You can use this feature a number of times equal to your Proficiency Bonus, and you regain all uses when you finish a Long Rest.

LEVEL 6: DISTORT TIME

You can bend time around yourself and your allies. As a Bonus Action, you can choose a number of creatures equal to your Intelligence modifier (minimum of 1) within 30 feet of you. Each chosen creature can immediately move up to half its Speed without provoking Opportunity Attacks.

Once you use this feature, you can't use it again until you finish a Short or Long Rest, unless you expend a spell slot of level 2 or higher.

LEVEL 10: ACCELERATED RECOVERY

You can speed up your recovery and restore arcane energy through time manipulation.

Spell Slot Recovery. When you finish a Short Rest, you regain up to two expended spell slots. The combined level of these spell slots can't exceed 6 (e.g., you can regain one level 4 slot and one level 2 slot, or two level 3 slots).

Temporal Renewal. As an Action, you can accelerate the recovery of your body and mind. You regain Hit Points equal to your Wizard level + your Intelligence modifier and remove one level of Exhaustion. Once you use this feature, you can't use it again until you finish a Long Rest.

Aging Resistance. You age at half the normal rate, and you can choose to appear your true age or any younger age you have previously been.

LEVEL 14: MASTER OF TIME

Your control over time has reached its pinnacle. You gain the following benefits:

Temporal Surge. You can cast Haste or Slow without expending a spell slot. You can do so a number of times equal to your Proficiency Bonus, and you regain all uses when you finish a Long Rest.

Echoes of Time. When you cast a spell that affects an area, you can create a temporal echo, causing the spell to repeat itself at the start of your next turn. The second casting doesn't require Concentration and doesn't consume a spell slot, but it affects only the original area.

Timeless Body. You no longer age, and you are immune to being magically aged.

CONJURER

Masters of Summoning and Teleportation.

Your study of magic focuses on spells that conjure creatures, objects, or magical effects. Conjurers are sought after for their ability to summon allies to aid in battle, create items to overcome challenges, and teleport themselves and others across vast distances. Adventuring parties value Conjurers for their ability to bolster the group with summoned allies and solve problems with innovative applications of conjuration magic.

LEVEL 3: CONJURATION SAVANT

Choose two Wizard spells from the Conjuration school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Conjuration school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: MINOR CONJURATION

You can conjure a simple object in your hand or on the ground within 10 feet of you. The object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object you have seen.

The object is visibly magical, radiating a faint aura, and it disappears after 1 hour or if it takes any damage.

Once you use this feature, you can't use it again until you finish a Short or Long Rest, unless you expend a spell slot to create the object. The object lasts 1 additional hour per level of the spell slot expended.

LEVEL 6: FOCUSED SUMMONING

When you cast a Conjuration spell that summons a creature or creatures, those creatures gain temporary Hit Points equal to your Wizard level.

Additionally, summoned creatures have Advantage on saving throws against being charmed, frightened, or banished while they remain within 30 feet of you.

LEVEL 10: IMPROVED TELEPORTATION

You can cast Misty Step without expending a spell slot. You can do this a number of times equal to your Proficiency Bonus, and you regain all uses when you finish a Long Rest.

Additionally, whenever you cast a Conjuration spell of level 1 or higher that teleports you or others, you can choose one of the following benefits:

- ❖ You or the teleported creature(s) gain temporary Hit Points equal to your Intelligence modifier.
- ❖ You or the teleported creature(s) gain Advantage on saving throws until the start of your next turn.

LEVEL 14: DURABLE SUMMONS

Creatures you summon with Conjuration spells are tougher and more resilient. Whenever you summon a creature or creatures, they gain Resistance to all damage except force damage while they remain within 30 feet of you.

In addition, when you cast a Conjuration spell that summons a creature, you can extend its duration. If the spell lasts 1 hour or longer, you can make it last 8 hours, provided you maintain Concentration for the spell's full duration. Once you use this feature, you can't do so again until you finish a Long Rest.

ENCHANTER

Masters of Influence and Magical Persuasion.

Your study of magic focuses on spells that bend the mind and influence emotions. Enchancers are sought after for their ability to sway others to their cause, neutralise foes without violence, and unearth secrets through subtle manipulations. Some Enchancers use their talents to inspire and lead, while others take a darker path, entralling and dominating those around them. Adventuring parties value Enchancers for their ability to control the battlefield without lifting a blade.

LEVEL 3: ENCHANTMENT SAVANT

Choose two Wizard spells from the Enchantment school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Enchantment school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: HYPNOTIC PRESENCE

Your mastery of enchantment allows you to dazzle and disorient others. As an Action, you can emit a magical aura of beguiling energy. Each creature of your choice within 15 feet of you must succeed on a Wisdom saving throw against your spell save DC or be Charmed by you until the end of your next turn.

While Charmed in this way, creatures are Incapacitated and have a Speed of 0. The effect ends on a creature if it takes damage or if it is forced to make a saving throw.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all uses when you finish a Long Rest.

LEVEL 6: INSTINCTIVE CHARM

When a creature you can see within 30 feet of you targets you with an attack, you can use your Reaction to attempt to redirect the attack to another creature. The attacker must make a Wisdom saving throw against your spell save DC. On a failed save, the attacker must choose a new target within range, or the attack is wasted if no other targets are within range.

Once you use this feature, you can't use it again until you finish a Short or Long Rest, unless you expend a spell slot of level 2 or higher.

LEVEL 10: ALTER MEMORIES

Your enchantments warp the memories of those affected by them. When you cast an Enchantment spell that Charmed a creature, you can force the creature to make an Intelligence saving throw against your spell save DC at the end of the spell's duration. On a failed save, the creature forgets any events that occurred while it was Charmed by the spell.

Additionally, when you use your Hypnotic Presence feature, you can choose one creature affected by it. That creature must succeed on a Wisdom saving throw or be affected as if by the Modify Memory spell, with the memory you implant being related to the events of the charm.

LEVEL 14: MIND MASTERY

Your expertise in enchantment allows you to exert complete control over the minds of others. You gain the following benefits:

Perfect Domination. When you cast Dominate Person or Dominate Monster, the target has Disadvantage on its saving throw to resist the spell.

Unbreakable Charm. Creatures Charmed by you are immune to being frightened, and any attempt to end the Charm effect (such as with Dispel Magic or a saving throw) has Disadvantage.

Thought Reader. You can cast Detect Thoughts without expending a spell slot, and while maintaining Concentration on it, you can cast an Enchantment spell on the same target without ending the effect.

DIVINER

Seers of the unseen

Those who seek clarity about the past, insight into the present, or glimpses of the future turn to Diviners for guidance. As a Diviner, you unravel the mysteries of space, time, and the mind, honing your craft to pierce the unseen. Your expertise lies in spells of perception, remote observation, mystical wisdom, and prophetic vision.

EVOKER

Masters of destructive forces

Your mastery centres on magic that unleashes raw elemental power—freezing cold, blazing fire, roaring thunder, crackling lightning, and corrosive acid. Many Evokers serve as arcane artillery in military campaigns, wielding their destructive spells to devastate enemies. Others channel their magic to shield and protect, while some harness their power in pursuit of personal ambition.

ILLUSIONIST

Weavers of deception and masters of perception

You excel in magic that captivates the senses and manipulates perception, weaving illusions that blur the line between fantasy and reality. The impossible becomes believable under your skillful hand, as you create sights, sounds, and experiences to deceive, entertain, or confound. Gnomes, with their natural curiosity and affinity for trickery, are particularly drawn to this school of magic, finding delight in its endless possibilities for creativity and mischief. For Illusionists, the world itself is a canvas, limited only by imagination.

NECROMANCER

Masters of Life, Death, and Undeath.

The School of Necromancy delves into the cosmic forces of life, death, and undeath. As you focus your studies in this tradition, you learn to harness and manipulate the energy that animates all living things. Your magic allows you to drain vitality from your enemies, turning their life force into power you can command, while unlocking the secrets of animation and preservation.

Necromancers find a welcome home in the Great Kingdom, the lands of Iuz and the Horned Society, as well as the haunted regions surrounding the ruins of Old Ghayar on the Gulf of the same name. In these places, necromancy is not only tolerated but often embraced as a potent tool for power and control. Conversely, necromancy is strictly forbidden within the Celestial Empire, where necromancers are relentlessly hunted down and eliminated.



While not all necromancers are evil, the association with death and undeath casts a dark shadow over their practice, leading many societies to view them with suspicion or outright hostility.

LEVEL 3: NECROMANCY SAVANT

Choose two Wizard spells from the Necromancy school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Necromancy school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: GRIM HARVEST

You learn to draw power from the life force of others. Once per turn, when you kill a creature with a spell of level 1 or higher, you regain Hit Points equal to twice the spell's level (or three times the spell's level if it is a Necromancy spell).

You don't gain this benefit for killing Constructs or Undead.

LEVEL 6: UNDEAD THRALLS

Your ability to command the undead improves. Whenever you cast a Necromancy spell that creates undead, the following benefits apply:

- ❖ The undead creatures gain additional Hit Points equal to your Wizard level.
- ❖ The undead creatures add your Proficiency Bonus to their weapon damage rolls.
- ❖ You can target one additional corpse or pile of bones when casting Animate Dead, summoning one more skeleton or zombie.

LEVEL 10: LIFE DRINKER

Your mastery over life and death allows you to siphon energy from the living more effectively. When you deal Necrotic damage to a creature with a spell, you gain temporary Hit Points equal to half the damage dealt.

Additionally, when you cast a Necromancy spell that has a duration of 1 minute or longer, you can double its duration (to a maximum of 24 hours).

LEVEL 14: COMMAND OF THE UNDYING

You reach the pinnacle of your necromantic studies, gaining unparalleled control over the undead.

Enhanced Control. You can maintain control over twice as many undead as normal when using Animate Dead or similar spells.

Undead Fortitude. Undead creatures under your control gain Resistance to all damage except radiant and force.

Command Presence. As an Action, you can assert your dominance over nearby undead. Each undead creature of your choice within 60 feet must succeed on a Wisdom saving throw against your spell save DC or fall under your control for 1 minute, as if controlled by Animate Dead.

Once you use Command Presence, you can't use it again until you finish a Long Rest.

SCRIBE

Keepers of arcane lore.

Magic of the book—that's how many describe wizardry. Wizards pour over ancient tomes, pen intricate theories, and record their discoveries with meticulous care. Among them, the Order of Scribes stands apart, its members dedicating their lives to preserving and advancing arcane knowledge. These wizards go beyond simply studying their spellbooks; they awaken them, imbuing them with sentience and forming a bond that transcends mere utility.

This rare tradition is known primarily among the *Anchorites of the Silent Ones* and the *Imperial Mages* of the Celestial Empire, two groups devoted to recording magical lore and strictly controlling access to it. For scribes, magic is not just a tool—it is a legacy to be studied, safeguarded, and shared with care.

TRANSMUTER

Masters of Transformation and Arcane Adaptation.

Your study of magic focuses on the art of transformation. Transmuters are specialists in altering the physical properties of matter and reshaping reality itself. They wield spells that can transform materials, alter forms, and even grant temporary mastery over the natural elements. Transmuters are sought after for their ability to adapt to challenges, solve problems with ingenuity, and change the battlefield to their advantage.

LEVEL 3: TRANSMUTATION SAVANT

Choose two Wizard spells from the Transmutation school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Transmutation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: TRANSMUTER'S STONE

You create a Transmuter's Stone, a small magical object that grants you or a creature of your choice one of the following benefits while in your possession:

- ❖ Speed: Increase walking speed by 10 feet.
- ❖ Resilience: Gain Proficiency in Constitution saving throws.
- ❖ Darkvision: Gain Darkvision with a range of 60 feet.
- ❖ Adaptation: Gain Resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

You can change the effect of your Transmuter's Stone during a Long Rest. If you create a new stone, the previous one is destroyed.

LEVEL 6: MINOR ALCHEMY

You can temporarily alter the physical properties of materials. As an Action, you touch a nonmagical object and change one of its properties:

Material Transformation. Transform up to 1 cubic foot of material into a different substance (e.g., wood into stone, iron into gold). The transformation lasts for 10 minutes or until the object is destroyed.

Structure Alteration. Temporarily reshape or reinforce a structure, granting it Advantage on Strength checks or saving throws until the start of your next turn.

You can use this feature a number of times equal to your Proficiency Bonus, regaining all uses after a Long Rest.

LEVEL 10: SHAPECHANGER

You gain the ability to alter your own form. As an Action, you can transform yourself to gain one of the following benefits for 1 hour:

Aquatic Adaptation. Gain a swim speed equal to your walking speed and the ability to breathe underwater.

Flight. Gain a flying speed equal to your walking speed.

Resilience. Gain Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

LEVEL 14: MASTER TRANSMUTER

Your Transmuter's Stone gains additional capabilities. You can destroy your stone as an Action to unleash a powerful transformation. Choose one of the following effects:

Major Transformation. Transform one nonmagical object, up to 10 cubic feet in size, into a different material or object permanently.

Panacea. Remove all diseases, curses, poisons, and magical effects on one creature.

Restore Life. Cast Raise Dead on a creature without expending a spell slot.

Regeneration. Restore all Hit Points to one creature and grant it Resistance to all damage for 1 minute.

Once you use this feature, you can't create another Transmuter's Stone until you finish a Long Rest.

WAR MAGE

Masters of arcan tactics and defense.

A variety of arcane colleges across Oerik specialize in training wizards for war, blending the destructive power of evocation with the protective techniques of abjuration. This tradition, known as War Magic, teaches wizards to see their magic as both sword and shield, granting them the tools to dominate the battlefield with offensive and defensive spells.

In the Flanaess, war mages are prominent in regions constantly embroiled in conflict. They are highly sought after in the armies of the Great Kingdoms, the Imperial Guard of the Celestial Empire, and the mercenary forces of the Bandit Kingdoms and Horned Society. War mages in the Shield Lands and Furyondy are often found defending their homes against the forces of Iz, while Nyrond fields battlemages to strengthen its defenses against foreign threats.

War mages frequently work alongside evokers, abjurers, and other specialist wizards during great battles. Although evokers may jest about war mages “dividing their focus,” war mages quickly prove their worth by turning enemy magic against its caster and striking a balance between overwhelming offense and ironclad defense.

LEVEL 3: WAR MAGIC SAVANT

Choose two Wizard spells from the Evocation or Abjuration schools, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from either the Evocation or Abjuration schools to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: ARCANE DEFLECTION

You learn to weave your magic to protect yourself from harm. When you are hit by an attack or fail a saving throw, you can use your Reaction to gain a +2 bonus to your AC against the triggering attack or a +4 bonus to the saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

LEVEL 6: TACTICAL WIT

Your keen ability to assess tactical situations allows you to act swiftly in battle. You gain the following benefits:

Initiative Bonus. Add your Intelligence modifier to your initiative rolls.

Enhanced Arcane Deflection. When you use your Arcane Deflection feature, you can also move up to 10 feet without provoking Opportunity Attacks.

LEVEL 10: DURABLE MAGIC

The magic you channel fortifies your defenses. While you are concentrating on a spell, you gain a +2 bonus to your AC and all saving throws.

LEVEL 14: DEFLECTING SHROUD

Your Arcane Deflection becomes infused with destructive energy. When you use your Arcane Deflection feature, you can choose up to three creatures you can see within 60 feet of you. Each target takes force damage equal to half your Wizard level.



CHAPTER 3

CHARACTER ORIGINS BACKGROUNDS



THE BACKGROUNDS PROVIDED IN THE 2024 Player's Handbook are well designed to meet the needs of most players. They are versatile enough to adapt to a variety of settings and nations across Oerik, offering a strong foundation for storytelling and character development. For example, the Soldier background works as well for a Zeifan spahi, steeped in the traditions of mounted warfare, as it does for a Knight of the Hart, sworn to defend the lands of Furyondy. Similarly, the Artisan background can suit a Pholtan armourer hailing from the colony of Prestoria or a Touv tinkerer from the inventive culture of Great Kundali. The Wayfarer background is just as fitting for a Rovers of the Huntinglands tracker as it is for a Flan druid of the Gnarley Forest or a Jorun horseman on the western Dry Steppes. With only a few exceptions, most character backstories can find a place within the core backgrounds provided.

That said, more variety is always welcome. To expand the options and inspire new ideas, we've included four additional backgrounds designed to fit nearly any culture or region on the continent of Oerik. These new options delve into specific roles and lifestyles that complement the settings of Greyhawk, enriching character development while maintaining flexibility.

ARTIST

Ability Scores: Dexterity, Wisdom, Charisma

Feat: Artiste (see page 146)

Skill Proficiencies: Insight and choose one of History, Religion or Nature

Tool Proficiency: Choose one kind of Artisan Tools.

Equipment: Choose A or B: (A) Clothes, fine, Artisan Tools (per proficiency above), 25 GP; or (B) 50 GP

You have a talent for producing works of art in a particular medium. You see yourself not as an entertainer or performer, but as a creator. You pursue your art with lofty ideals, motivated by abstract notions such as beauty and truth. Your art is likely inspired by deep philosophical questions, and as such, you tend to have a unique insight into people and society. You may be a playwright or poet, a sculptor or painter, or a musical composer.



FAST CRAFTING

Artisan Tools

Crafted Items

Calligrapher's Tools	Illuminated Manuscript Pages, Ceremonial Scrolls, Royal Decrees, Calligraphic Art Panels
Glassblower Tools	Stained Glass Windows, Blown Glass Sculptures, Ornamental Bottles, Jewelled Goblets
Mason's Tools	Carved Stone Statues, Relief Panels, Engraved Obelisks, Marble Busts
Painter's Supplies	Portraits, Landscapes, Mythical Scenes, Abstract Art
Weaver Tools	Tapestries, Ornamental Rugs, Embroidered Cloaks, Festival Banners
Woodcarver's Tools	Carved Wooden Figurines, Decorative Furniture, Totems and Idols, Ornamental Boxes

BUREAUCRAT

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Skilled

Skill Proficiencies: Insight and Persuasion

Tool Proficiency: Calligrapher Supplies.

Equipment: Choose A or B: (A) Diplomats' pack, 11 GP; or (B) 50 GP

Great cities and empires are run behind the scenes by a class of literate people who manage the important details of daily affairs. These are the administrators, the treasurers, record keepers, tax collectors, scribes, judges, advocates, engineers, diplomats and advisors. As a member of one of these professions, you are a politician without the privileges of noble birth and you probably have not led what would be called an exciting or dangerous life. Ink stains, not blood stains, have been your greatest worry. There is very little glory in being a bureaucrat.

You may be honest, diligent, and hard-working, or perhaps devious, manipulative and self-serving. Either way, you possess a practical intelligence and have a keen insight into the inner workings and logistics of large organizations, and you may have had access to sensitive information.

CARAVANEER

Ability Scores: Strength, Constitution, Wisdom

Feat: Alert

Skill Proficiencies: Animal Handling and Perception

Tool Proficiency: Choose one of: Carpenter or Navigator's Tools

Equipment: Choose A or B: (A) Explorer's Pack, Case, Map, Chest, Clothes, Travelers, Navigator's Tools, 7 GP; or (B) 50 GP

There are many towns and villages scattered about the Baklunish lands and beyond, all relying on their roads for good trade and the comforts of the faraway cities. Indeed, there's no place better suited for a practiced caravanner to thrive. Your skills to read maps, guide animals, and protect your caravan from danger have made you the right-hand man to merchants, pilgrims, and foreign travellers. You may have led your own caravan or perhaps you guided others, but for whatever reason you are itching to get off the main path and head into the mysterious beyond as an adventurer. Did you find a place in your travels that you wanted to help? Are you tired of seeing the same places and want a change of pace? It is up to you to decide which road you'll take next.

GAMBLER

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Lucky

Skill Proficiencies: Insight and Deception

Tool Proficiency: Gaming set of your choice

Equipment: Choose A or B: (A) Dagger, Clothes (fine), Clothes (traveler's), Flask, Mirror, 25 GP; or (B) 50 GP

The thrill of chance has defined your life, whether it's the turn of a card, the roll of a die, or the adrenaline-fueled risks of high-stakes ventures. You have spent countless hours honing your instincts, learning to read people's tells and calculate odds with uncanny precision. Bluffing is second nature to you, and you have a knack for keeping your cool even when the stakes are impossibly high. Fortune may favour the bold, but you know it's skill and nerve that separate the winners from the fools.

Perhaps you were a back-alley hustler in Greyhawk's River Quarter, running games of chance and escaping with your winnings before the guards arrived. Maybe you earned your reputation as a daring risk-taker in the Free City of Dyvers, wagering it all in pursuit of fortune and fame. Or perhaps you plied your trade as a professional bettor in the markets of Zeif, where games of chance and skill are as much about social standing as they are about wealth. Whatever the setting, your life revolves around the gamble, the constant balancing act between risk and reward. To you, every moment is a wager, and every decision is a roll of the dice.

GLADIATOR / PIT FIGHTER

Ability Scores: Strength, Dexterity, Constitution

Feat: Tough

Skill Proficiencies: Athletics and Insight

Tool Proficiency: Choose Leatherwork's Tools or any Gaming set.

Equipment: Choose A or B: (A) Two Short Swords, Tool Kit Gaming Set (same as above), Healer's Kit, Traveler's Clothes, 17 GP; or (B) 50 GP

The roar of the crowd and the clash of steel are as familiar to you as the air you breathe, whether in grand arenas or shadowy underground fighting pits. You are a seasoned

combatant, forged by battles fought for glory, survival, or coin. In the Flanaess, you may have fought in dingy, illegal fighting pits hidden beneath cities like Greyhawk or Irongate, where the fights are brutal, the rules are few, and the stakes are life and death. In contrast, the lands of Baklunish and Zahind are home to more formalized gladiatorial games, where combatants compete in structured arenas before roaring crowds, testing their mettle in contests of strength, skill, and spectacle.

Your past may stem from an upbringing steeped in honour, where you chose the arena as a path to prove yourself, or from necessity, forced to fight for survival or freedom. Perhaps you were a celebrated champion in the coliseums of Ekbir, known for your daring victories, or an unwilling participant enslaved in the arenas of the Pomarj, battling for the faint hope of escape. Wherever you honed your skills, you have emerged a hardened warrior, fearless under pressure and unyielding in the face of adversity. The echoes of the crowd may still haunt your memories, but they remind you of one truth: in the arena, only the strongest endure.

DIPLOMAT/SPY

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Skilled

Skill Proficiencies: Insight and Persuasion

Tool Proficiency:

Equipment: Choose A or B: (A) Diplomat's Pack, 11 GP; or (B) 50 GP

You are a master of words, secrets, and the delicate art of influence, moving through the shadows of politics and intrigue with unmatched finesse. Whether acting as an envoy of the Celestial Bureaucracy, a courtier in the halls of Veluna, or a clandestine operative for the Scarlet Order, your ability to navigate the treacherous waters of diplomacy and espionage has made you a valuable asset—and a dangerous enemy. You thrive in the spaces where trust is currency, and your mastery of persuasion and deception allows you to extract information, secure alliances, and manipulate events to your advantage while keeping your true motives hidden.

For you, every conversation is a battlefield where words replace swords, and you've learned to read emotions, anticipate intentions, and turn the tide in your favour. Perhaps you've traded whispered promises in Niole Dra's royal court, brokered precarious truces in the Free City of Greyhawk, or sabotaged rivals through carefully planted rumours in Ekbir's political circles. You might even have orchestrated secret deals in the darkened streets of Irongate or manipulated the power struggles in the Bandit Kingdoms. Wherever you operate, your charm and cunning allow you to win battles and influence outcomes without ever drawing a blade. In the game of intrigue, you are always a step ahead, and the stakes are as high as the power you wield in silence.

MESSENGER

Ability Scores: Constitution, Wisdom, Charisma

Feat: Skilled

Skill Proficiencies: Athletics and Persuasion

Tool Proficiency: Cartographer's Tools

Equipment: Choose A or B: (A) Clothes, Traveler's, Explorer's Pack, Lock, Map, 27 GP; or (B) 50 GP

Oerth is a vast continent yet news and rumour does spread across it, given enough time. Messengers and couriers are used in nearly all lands to transmit vital information from one place to another. Most travel overland, while others navigate the waterways and coastal communities. The most expensive, and famous organization of couriers is the Greyhawk Messenger's Guild who maintain a network rumoured to reach all the way to the Celestial Imperium and who maintain a cadre of flying couriers mounted on gryphons, hippogriffs and some say even rocs and dragons. Were you a private messenger, conveying messages that both stopped and started wars or were you just a simple post man, delivering letters to old women in the wilderness? Have you received special training in your craft or have you been a "runner" out of necessity?

NOMAD / TRIBAL

Ability Scores: Strength, Constitution, Wisdom

Feat: Tough

Skill Proficiencies: Animal Handling and Survival

Tool Proficiency: Artisan Tool of your choice

Equipment: Choose A or B: (A) Explorer's Pack, Hunting Trap, Net, Tent, 22 GP; or (B) 50 GP

Some notable nomadic groups across Oerik include the *Ulakandar* of the northern plains, the fierce *Wegwiur* and *Chakyik*, the *Jorun* horse tribes of the western dry steppes, the nomadic sea tribes of *Sunela*, and the desert wanderers of *Komal*. Whether traversing vast deserts, windswept steppes, or frozen tundras, you are at home in the endless horizons where few dare to roam. You've honed your survival skills in the harshest of conditions, navigating by instinct, the stars, or the migratory patterns of wildlife. Your way of life is one of constant movement, adapting to the shifting world and living in harmony with its cycles.

Perhaps you are an outrider of the Rovers of the Barrens, mastering the wildlands with speed and cunning, or a Baklunish desert dweller who has learned to read the sands and skies for omens of survival. You might be an Uli horse herder, steeped in the traditions of nomadic warfare and family bonds, or a Komali wanderer, thriving in the unforgiving desert expanses. Whatever your origins, your life is shaped by freedom, self-reliance, and a profound connection to the natural world. You are a resilient traveler, able to find paths and opportunities where others see only obstacles, carrying the wisdom of the nomad in every step.



REFORMED CULTIST

Ability Scores: intelligence, Wisdom, Charisma
Feat: Magic Initiate (Cleric)
Skill Proficiencies: Deception and Religion
Tool Proficiency: Disguise Kit
Equipment: Choose A or B: (A) Costume, Disguise Kit, Holy Symbol, Whip, 18 GP; or (B) 50 GP

Once, you were an obedient member of an evil religious cult. You may have been a follower of a dark god, demon prince, twisted fey, or just power-hungry religious fanatic—that is of little importance now. What matters now is that, somehow, you found it in you to free yourself from the blind servitude and saw the error of your ways.

Many innocents died by your hand—sacrificed on an altar or slain in raids. Brainwashed, drugged, or simply confused and misled you have committed crimes so heinous you could hardly ever ask for forgiveness. Nevertheless, you have left the cult determined to seek a new life. Will it be a life of virtue in a pursuit of redemption or a lonesome journey of an embittered and broken individual trying to run away from their past? Why did you join the cult in the first place? What made you see through the veil of the cult indoctrination? How have you managed to escape?

A rejection of socially-accepted belief or behaviour, and adherence to strict and potentially isolating set of rules, defined your life. You will live with the crimes and atrocities you've committed for the rest of your life. Select or roll on the following table:

d6	Cult Member Identification
1	Markings (tattoos, branding, etc.)
2	Self Mutilation
3	Accessories (rings, medallions, etc.)
4	Clothing
5	Language (passwords, cipher, etc.)
6	Hand Signs, Non-Verbal cues

NEW FEATS

ARTISTE

Origin Feat

You gain the following benefits.

Tool Proficiency. You gain proficiency with three different Artisan's Tools of your choice from the Fast Crafting table.

Discount. Whenever you buy a nonmagical piece of art, you receive a 20 percent discount on it.

Fast Crafting. When you finish a Long Rest, you can craft one item from the Fast Crafting table, provided you have the Artisan's Tools associated with that item and have proficiency with those tools. The item has a value of 1d6 gp. At 5th level this increases to 3d10 and to 1d100 at 10th level.

LANGUAGES OF OERIK

In the 2024 *Player's Handbook*, the standard languages offer a solid foundation for most campaigns, but expanding the World of Greyhawk to the whole of Oerik introduces a vibrant array of new languages for players to choose from, reflecting the diverse cultures and species that inhabit the continent. While Common, Elvish, Dwarvish, and others serve as lingua francas in the Flanaess, venturing westward to Zahind, the Celestial Imperium, or the distant lands of the Touv reveals tongues like Zahindi, the elegant script of the Ryuujin Empire, or the cryptic glyphs of the Sunelan Coast. Each language represents a piece of the world's rich history and adds depth to characters and settings. Whether your adventurer is a scholar deciphering the mysterious runes of the Suhfeng or a diplomat forging alliances among the tribes of the Burneal Forest, these languages unlock a tapestry of storytelling potential, encouraging players to explore and immerse themselves in the cultures of Greyhawk's wider world.

LIST OF LANGUAGES

Amedi. Amedi is a corrupt form of Ancient Suloise spoken in the Amedio Jungle which has a completely different form than the similarly derived Rasol language of Hepmonaland. There is no alphabet or written form of this language, other than a few glyphs representing important concepts.

Baklunish, Ancient. Ancient Baklunish is one of the oldest languages on Oerik. It is used for formal and commercial dealings across Baklunish lands but usually only in written form. It is the language of all official and religious documents west of the Yatil Mountains and is typically used for literary works instead of Low Baklunish.

Baklunish, Low. The more common form of spoken Baklunish is descended from Ancient Baklunish, but much has changed over time. Low Baklunish encompasses the contemporary, colloquial Baklunish dialects. The people of Paynim speak a modern variation, and variations are also spoken in Ekbir, Ket, Tusmit, Ull, Zeif (where it is known as Osfaradd, named after the clan of the Sultan Ozef), and by the Tiger and Wolf Nomads (whose dialect, Ordai, is similar to the Paynim version).

Cold Tongue. Also called Fruz, this dialect combines Suloise with Flan influences. Spoken by the North Kingdoms of the Thillonrian Peninsula, it is unrelated to Common and difficult for even Suloise speakers to understand.

Common. Common is a hybrid language, more properly called the "Overking's Common Tongue", and it evolved from "Middle-Common". It originally was a combination of the dialect of Old Oeridian spoken in the Great Kingdom and Ancient Suloise with significant Flan influences as well. While it began centuries ago, it's still the newest language spoken in the Flanaess. It is the trade tongue of the Flanaess. It borrows on Suloise syntax and grammar and Oeridian elements, and was standardized by the spread of the Aerdi Kingdom.

Druidic. A secret language spoken by Gnarley Rangers and Druids across the Flanaess. While it shares some similarities with Flan, it is distinct and incomprehensible to Flan speakers.

This static language primarily addresses the natural world and is used for religious and secret purposes.

Ferral. A secret tribal Oeridian language, used by officials of the Iron League as a set of code words rather than a true dialect. Though largely extinct after the fall of the Iron League, some documents and officials preserve fragments. Attempts to protect it include creating a “magic-laced” version to shield it from misuse by the Scarlet Order.

Flan. The Flan language is likely the oldest spoken to any notable extent east of the Yatils, though dialects vary considerably across the Flanaess and have mutated with time. As a stagnant language, it struggles to incorporate modern concepts, such as magic. The people of Tenh speak a more modern version, and variations are also spoken in Geoff and among the Rovers of the Huntinglands.

Keolandish. A dialect based on Old High Oeridian with local variants. It is primarily spoken in Keoland, Gran March, Sterich and the Yeomanry.

Murian. The Murian language, spoken across the city-states of Mur, has distant roots in Ancient Suloise, though it has evolved into a distinct language over millennia. Murian retains some grammatical structures and vocabulary from its Suloise ancestry but has been heavily influenced by local cultures and the natural environment of the region. The written form of Murian uses a combination of glyphs and phonetic symbols, often carved into stone or wood. It is a formal language, rich in terms for martial concepts, trade, and the worship of the Murian gods, reflecting the warrior ethos of its people.

Nyrondese. A dialect of Common with High Oeridian influences. Spoken mostly by the peasants and trade folk around Nyrond. This is believed to be used due to mistrust of non-Nyrondese.

Oeridian, Old High. Old Oeridian developed entirely free of outside influences until the Great Migrations. Its grammar is unique, making it almost impossible to translate directly into any language other than Common. Many books, records, and holy texts of the Aerdi are written in Old Oeridian.

Olman. The Olman language is spoken by the Olman people of the Amedio Jungle and by Olman descendants enslaved in the Kingdom of Shar. It features a complex pictographic script. True Olman is ancient, dating back over 1,500 years, but is rarely spoken in modern Hepmonaland, where dialects and child languages are more common.

Ralat. A Hepmonaland trade tongue, Ralat is based on Touv, Olman, and Rasol. Unlike Common, it is only used when no other shared language exists between speakers.

Rhopan. Also known as the “*Rhenee Cant*,” Rhopan is the secret tongue of the Rhenee. Descended from a non-Oerthly language, it incorporates terms from the criminal argot of many peoples, primarily Oeridian and Common.

Saskar. Sometimes called *Old Zahindi*, Saskar is an ancient precursor to the modern Zahindi language, dating back thousands of years to the height of the Zarum civilisation. This archaic tongue blends elements of the forgotten language of Old Zarum with early tribal dialects from the region. Known for its intricate grammar and symbolic depth, Saskar is both poetic and complex, often requiring contextual understanding for proper interpretation. Its writing system combines early pictographs from Old Zarum with proto-syllabic characters,

creating an elaborate script used in ancient monuments, religious texts, and historical records. Though rarely spoken today, remnants of Saskar survive in sacred chants, ancient inscriptions, and certain ritualistic phrases still used by priests and sages. Scholars believe that studying Saskar offers insight into the lost knowledge and philosophies of the Zarum people, as well as the foundations of modern Zahindi culture and spirituality.

Suhfeng. The Suhfeng language is native to the lands of the Suhfeng Empire in western Oerik. It is a tonal language with a rich history, characterised by a flowing script that resembles natural elements like rivers and mountains. Suhfeng incorporates symbolic meanings into its characters, making it a language not just for communication but also for art and philosophy. Its structure is distinct from other languages of Oerik, though certain trade words have been borrowed from neighbouring tongues due to its expansive trade networks.

Suloise, Ancient. A widespread language before the destruction of the Suel Imperium. Now nearly extinct, it survives primarily among the Scarlet Order, isolated scholars, and Greyhawk lawyers. It is considered dangerous in spellcasting due to the loss of many spoken inflections.

Sunelan. Sunelan is a hybrid language formed from the blending of Ancient Suloise and the indigenous Silander languages of the Sunela Coast. It is a melodic and rhythmic tongue, known for its use of compound words and poetic phrasing. Sunelan’s writing system combines Suloise runes with Silander pictographs, resulting in a unique, visually intricate script. The language is spoken primarily in coastal cities and trade hubs, where it serves as a lingua franca for merchants and sailors. It retains enough Suloise elements to be partially comprehensible to Suloise speakers, though many native terms and idioms have no equivalent.

Tlaman. Tlaman is spoken by the yuan-ti of Hepmonaland and is heavily based on the human Olman language, blended with serpentine linguistic elements. This mixture makes it partially comprehensible to Olman speakers, who can understand much of what is said in Tlaman.

Touv. Touv is a Hepmonaland language, described as a ‘polyglot’ tongue derived from many tribal languages. This results in numerous homonyms, making it relatively easy to learn but challenging to master. It is spoken widely across all former Kundali nations and has a strong influence on neighbouring languages. Velondi. A tribal language spoken by rural people along the Furyondy-Veluna border, particularly in Veluna. It has no written form and is a mix of old Oeridian and Flan.

Zahindi. Zahindi is the primary language spoken across the vast region of Zahind. It is a rich and diverse tongue with roots in both local tribal languages and ancient linguistic traditions. Zahindi is characterised by its fluid syntax and extensive vocabulary, particularly suited for poetry, storytelling, and ritual. Its writing system uses a syllabic script derived from an ancient pictographic base, blending artistry with function. While regional variations exist, Zahindi remains a unifying cultural element in the region, used in trade, religion, and governance. Its melodic tones and layered meanings make it a language of both practical and spiritual significance.

CREATIVE CHARACTERS

Many players new to the World of Greyhawk may feel constrained by the rich cultural details the game presents, especially with all the added options as part of *Greyhawk Expanded*, and can find it difficult to portray their character as anything but a stereotypical member of its culture.

However, the cultural details presented in the game are merely representative of the broad traits ascribed to those cultures, and just as people in our own world rarely fit a stereotype exactly, the same is true of those native to Oerth.

Even in cases where a character is fairly typical, many aspects of personality, not to mention background and appearance, are not mentioned in the cultural guides, such as sense of humour, personal quirks and preferences, and so on. These present any player with a wide number of ways in which to personalize the archetype they choose, without contradicting the broad cultural description if they don't wish to.

Three factors contribute to the overall quality and depth of any given character: Background, Personality, and Appearance. When creating a character it is not necessary to write chapter upon chapter, painstakingly detailing the character's life, outlook, and appearance, but by simply considering the questions put forward in this document, and writing a handful of short answers, a character can be given a life and personality beyond that of a simple archetype.

Each of the three sections will present appropriate questions, not all of which need be answered, and not all of which will necessarily be applicable. If possible, the player and DM should work together to create the character, ensuring it is playable and not overly disruptive to the game they wish to play.

UPBRINGING

Arguably the most important aspect of character creation is a character's background. More than just the environment in which the character grew up, a good background provides a sense of personal history and it is often the character's upbringing and experiences in life that most define their personality and outlook. Remember: significant events, personages, and the like, need not necessarily be notable for good reasons; bad events can be just as memorable.

FAMILY

- ❖ What were the character's parent(s) or guardian like?
- ❖ Does the character have any siblings?
- ❖ Does the character have a family of their own, or did they? If no, do they ever intend to settle down?
- ❖ What about other relatives; were any memorable for any reasons?
- ❖ What is the current status of any of the character's relatives, i.e. alive, dead, missing, estranged, ill, enslaved, imprisoned, or divorced?
- ❖ Were there any skeletons in the family closet?

HOME

- ❖ Where was the character raised?
- ❖ What was the family's status in terms of wealth, social, and local standing?
- ❖ Did the family move at all?
- ❖ Does the character have a home of their own?

CHILDHOOD/ADOLESCENCE

- ❖ What was the character like as a child/adolescent?
- ❖ Were any childhood/adolescent friends or enemies particularly memorable?
- ❖ Were any childhood/adolescence events particularly memorable?
- ❖ Did the character learn any skills as a child/ adolescent?

PROFESSIONAL HISTORY

- ❖ Why did the character enter the profession they did?
- ❖ How did the character get their training?
- ❖ Did they find any of it particularly difficult or easy? Has the character done anything particularly notable since completing their training?
- ❖ What contacts, friends, enemies or mentors did the character make while training, or pursuing their career?

PERSONALITY

The character's personality defines how they are role-played, and should be detailed bearing in mind the character's Background, as described above. Consider how the character's upbringing, family, past experiences, etc. affected their world view, morality, and so on, and if they turned out the way they did because of, or in spite of, their Background. Consider how they fit their cultural stereotype, and how they differ from it.

ATTITUDES

- ❖ What does the character like/love?
- ❖ What does the character dislike/hate?
- ❖ What is the character's attitude to religion?
- ❖ What is the character's attitude to magic?
- ❖ What is the character's attitude to illegal activities?
- ❖ What is the character's attitude to conflict, physical or otherwise?
- ❖ Does the character have any misconceptions/biased outlooks?

CONCEPTIONS

- ❖ How does the character see themselves?
- ❖ How do other people see the character?
- ❖ If the character could be summed up in one word, what would that word be?
- ❖ What would the character change about themselves, if they could?

DIRECTIVES

- ❖ What is the character's greatest fear/worst nightmare?
- ❖ What is the character's greatest hope/dream/ aspiration?
- ❖ What motivates the character?
- ❖ Is there anything the character will not do?

MISCELLANEOUS

- ❖ What is the character's sense of humour like?
- ❖ Does the character have any hobbies?
- ❖ Does the character have any mental or behavioural quirks, flaws, or aberrations?

APPEARANCE

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables DMs to determine how NPCs might react to the character. However, the character's appearance need not necessarily reflect all of their qualities, although it will always reflect some; not every warrior looks grim and determined, and not every sorcerer looks thin and bookish, for example.

PHYSICALITY

- ❖ How tall is the character?
- ❖ What kind of build and proportions does the character have, and are they muscular, toned, scrawny, or overweight?
- ❖ How much does the character weigh?
- ❖ What kind of style, colour, and texture is the character's head/facial/body hair, if indeed they have hair?
- ❖ What shape and colour(s) are the character's eyes?
- ❖ What colour is the character's skin?
- ❖ Does the character have any distinguishing marks such as birthmarks, scars, disfigurements, tattoos, or brands?
- ❖ What does the character's expression usually convey, i.e. disdain, friendliness, surliness, calm?
- ❖ What does the character's voice sound like?
- ❖ Does the character have any favourite sayings or catch phrases?
- ❖ How does the character move, walk, and carry themselves?
- ❖ What would the character like to change about their appearance?
- ❖ If the character's appearance could be summed up in one word, what would that word be?
- ❖ How would others generally describe the character's appearance?
- ❖ If the character were a tree, what tree would they be? (just kidding)

APPAREL

- ❖ How does the character dress when relaxing?
- ❖ How does the character dress when they wish to make an impression?
- ❖ How does the character dress when traveling? Working?

BELONGINGS

- ❖ What item(s) is the character rarely without?
- ❖ Does the character have any particularly cherished possession(s), such as an heirloom, memento, gift, or childhood possession?





CHAPTER 3

CHARACTER ORIGINS GREYHAWK SPECIES



HE WORLD OF GREYHAWK™ IS A RICH, human-dominated setting where various species live in close proximity, each with distinct roles and cultural influences. The Flanaess region especially, with its blend of human ethnicities and traditional demi-human presences, is the archetypal home for adventurers in this setting. Although Oerth's inhabitants include many classic and well-established demi-human races, integrating the wide variety of newer, exotic 5e races into Greyhawk requires careful consideration. This chapter explores the setting's traditional cultural dynamics and the challenges of introducing modern species options while respecting Greyhawk's lore and cultural nuances.

In traditional Greyhawk campaigns, humanity is the anchor of society. Elves, dwarves, halflings, and gnomes have long-standing roles within human lands, often acting as allies, neighbours, or occasional rivals. Here, exotic races such as Tieflings and Dragonborn are rare or even unheard of. Unlike Waterdeep or Baldur's Gate, where Dragonborn and Firbolgs can walk city streets unnoticed, Greyhawk's human-centric worldview renders such races startlingly exotic. Seeing these beings on the streets of the City of Greyhawk, Mitrik or Scant would invite not only stares but also, in extreme cases, hostility. As Greyhawk lore frames orcs, goblins, and gnolls as antagonists, introducing these races as player options can disrupt the setting's established narrative of "*heroes vs. monsters*," rooted in traditional, binary moral alignments.

Despite the binary morality of early Greyhawk, modern D&D's moral relativism and emphasis on inclusivity have expanded playable race options. Characters from non-traditional races might now find paths to fit within Oerth's societies, especially beyond the Flanaess. This is the approach used in *Greyhawk Expanded*, with a broader Oerik focus, it introduces a diverse array of beings as player characters, with exotic species possibly finding acceptance in distant lands like Hepmonaland or the Celestial Empire. Within the Flanaess, however, characters from exotic backgrounds would likely face suspicion, resistance, or worse. These characters encounter Charisma-based disadvantages on skill checks when interacting with locals, representing the cultural barriers they must overcome. (see sidebar page 68)

In addition to surface-level challenges, Greyhawk's historical enmity toward monstrous races complicates the player's experience. Though the world has grown to allow more shades of grey between "good" and "evil," classic animosities

remain central to many interactions. The struggles between humans and orcs or goblins, as well as dwarves and duergar, are more than simple misunderstandings; they are rooted in a long history of conflict over territory, resources, and ideology. In campaigns adhering strictly to Greyhawk's traditions, these "evil" races may still be barred as player options. If allowed, they are viewed with suspicion or hostility and carry an inherent social disadvantage within most civilized regions.

Conversely, Greyhawk's human-centric structure has nuanced its social dynamics. Many non-human species live harmoniously within human realms, contributing to their economies and cultures. Elves, dwarves, halflings, and gnomes are frequently found in various occupations and can establish close, mutually beneficial relationships with humans. Nevertheless, while demihumans blend into the social structure of human realms, truly monstrous races rarely find acceptance, except in rare evil-aligned areas like the Great Kingdom, the lands of Iuz or the vile Horned Society.

The inclusion of modern, "exotic" races offers players fresh options but underscores the need for contextual adjustments to maintain Greyhawk's tone. Charisma is not merely a tool

HUMAN? DEMI-HUMAN? HUMANOID?

In older editions of Dungeons & Dragons™, species are broadly classified into humans, demi-humans, and humanoids, each with distinct roles and characteristics.

- Humans are the most common and versatile race, typically forming the foundation of most societies and cultures within the game. They are known for their adaptability and shorter lifespans, which often drives them to innovation, exploration, and ambition.
- Demi-humans include races like elves, dwarves, halflings, and gnomes—species that are often long-lived and have unique abilities or affinities tied to nature, magic, or craft. They coexist with humans in many settings and are generally aligned with them, sharing similar values or goals, which allows them to become allies and adventuring companions.
- Humanoids, however, refer to species with a human-like shape—such as orcs, goblins, hobgoblins, and gnolls—that are often portrayed as adversaries to human and demi-human societies. Traditionally, humanoids have cultures and societies that clash with those of the "civilized" races, embodying a spectrum of alignment but frequently leaning towards the chaotic or evil.

In older editions of D&D, humanoids were typically depicted as enemies, but modern editions allow for more nuanced portrayals, sometimes enabling them as player character options or allies, adding complexity to the game's world and its social dynamics.

for social checks but a reflection of one's ability to bridge gaps in culture and understanding. The game can reflect different receptions: a Dragonborn in a Flanaess village may receive a wary greeting or outright hostility, depending on local customs, while in a cosmopolitan city like Greyhawk or Dyvers, adventurers of all backgrounds might encounter merchants, thieves, or scholars from any species.

Greyhawk's reboot also considers the world's ecological balance. Creatures once solely regarded as monsters now appear with a sense of ecological purpose. Intelligent monsters like orcs and goblins maintain their societies, and even though enmities persist, some groups may offer mercenary services to the highest bidder. The humanoid races inhabit roles as "*monsters*" in traditional lore, yet modern iterations present them with their own complex societies, political systems, and alliances. However, they still occupy a precarious place on Oerik, often relegated to more dangerous or isolated territories and regarded with suspicion in "*civilized*" lands.

Ultimately, integrating modern D&D's expansive race selection into Greyhawk requires balancing tradition with inclusion. For campaigns centered in the Flanaess, respecting Greyhawk's unique setting means navigating social prejudice, role-playing Charisma-based skill challenges, and adapting each character's narrative to fit a world where "heroes" and "monsters" are often distinctly defined. For those eager to explore nontraditional species options, regions beyond the Flanaess provide fertile ground to experiment with Greyhawk's broader geography and cultural diversity.

Let's take a look at two classic examples of "*evil*" species and how each may be incorporated in an expanded Greyhawk:

MAKING THE CASE FOR THE ORC

Orcs have long held a distinct place in Greyhawk as one of the classic "*monstrous*" races. Traditionally, they were depicted as wholly evil, their society deeply entrenched in violent, fanatical worship of the brutal deity *Gruumsh*. Orc tribes, driven by Gruumsh's warlike doctrine, raided human and demi-human lands, seeking dominance and destruction. In these depictions, orcs were often irredeemable enemies, their culture characterized by ruthless violence, cruelty, and a fierce tribal hierarchy centered on physical strength and power.

In the latest edition of the game however, the portrayal of orcs has evolved, adding layers to their cultural identity. Orcs are now seen as resilient, strong, and determined, shaped by Gruumsh's gifts of endurance and the ability to survive in harsh environments, yet not wholly defined by his violent doctrine. Orcs still remember their creation by Gruumsh, who gave them the gifts to survive the wilds of the Material Plane, yet many orcs find different ways to channel their strength, focusing less on war and more on survival, community, or individual journeys. This nuanced approach allows for orc characters who respect their heritage yet do

not necessarily embody the aggressive zeal once typical of their society.

In Greyhawk's Flanaess region, the orcs most adventurers encounter remain largely devoted to Gruumsh and live in aggressive, often expansion-driven societies. These orcs uphold Gruumsh's teachings to seek power and dominate others, and their communities reflect this philosophy with rigid hierarchies and constant internal strife, as only the strongest rise to leadership. Encounters with these orcs are likely hostile; their disdain for weakness and hunger for conflict make them formidable adversaries in traditional Greyhawk campaigns, especially in areas where the enmity between orcs and humans or demi-humans runs deep.

However, this need not be the only path for orcs in Greyhawk. Outside the Flanaess, orc societies could exhibit diverse, non-hostile cultural values. In regions like the Baklunish lands, orcs might prioritize survival skills, personal strength, and endurance over warfare. These orcs retain the endurance and resilience of their Gruumsh-given heritage, yet their focus shifts from conquest to survival and self-mastery. Such communities might have traditions centered on physical and mental resilience rather than domination, with individuals testing their abilities against natural challenges rather than human or demi-human neighbors. In these lands, an orc's value lies in strength tempered by discipline, resilience without needless violence.

With this diversity in mind, players in Greyhawk campaigns can choose to create orc characters from either tradition. A Flanaess-born orc may embody the cultural aggression of Gruumsh's war doctrine, fighting for strength, dominance, and survival within a tribal hierarchy. These characters would face unique social challenges, often encountering fear and hostility from other inhabitants of the Flanaess. Alternatively, an orc character from the Baklunish regions could offer a new perspective—an orc whose strength is guided by survival and self-reliance rather than conquest. Such a character may view their Gruumsh-given resilience as a gift to be honoured without using it to harm others, presenting a chance for orc players to explore a unique path in Greyhawk's intricate social tapestry.

This more complex view of orcs invites new role-playing opportunities while respecting Greyhawk's classic structure. By acknowledging that orc societies can vary dramatically across Oerik, players can experience a deeper connection with the cultural nuances of Greyhawk's setting. The choice to play an orc character in Greyhawk is no longer solely defined by their adherence to Gruumsh's warlike doctrine; instead, it opens a realm of possibilities that allow players to explore orcs as complex, multifaceted individuals within this iconic D&D world.

MAKING THE CASE AGAINST THE DROW

In the traditional lore of Greyhawk and DUNGEONS & DRAGONS, Drow stand apart from other "*monstrous*" races as sinister, intelligent adversaries. Unlike orcs, who often

serve as cannon fodder for adventurers, Drow are frequently depicted as “boss level” foes—calculating, merciless, and supremely dangerous. These dark elves are the adopted children of the demon queen Lolth, and their society in the UnderOerth is defined by brutality, treachery, and an unwavering allegiance to evil. Drow society is built upon cruelty, where strength, deceit, and cunning are prized above all, and compassion is considered a weakness. Within Greyhawk, Drow are uniformly presented as irredeemably evil; they have no good-aligned communities, and individuals who reject Lolth’s worship are rare outcasts. Think of the Drow in Greyhawk the way the Red Wizards of Thay are presented in the *Forgotten Realms*TM setting. Like the Red Wizards on Toril, Drow on Oerth will always be the “villains”.

For players, however, Drow characters offer a unique role-playing experience as potential outcasts in a human-dominated world. While Drow society as a whole is unapologetically malevolent, a player may choose to embody one of the few Drow who, through personal revelation or traumatic experience, adopts a good or neutral alignment. Such a Drow would find it impossible to remain in the UnderOerth without facing mortal danger, as any defiance against Lolth’s worship or Drow society’s values would make

them a target for persecution. Driven out or fleeing for survival, these individuals would find their only refuge in a life of adventuring, as they navigate the surface world and its cultures with caution and isolation.

In Greyhawk, a Drow character will encounter significant social challenges. While entirely playable, a Drow’s presence is met with deep suspicion, fear, or outright hostility from most communities. Charisma-based skill checks for a Drow character interacting with others are often at a disadvantage, reflecting the pervasive mistrust and terror that Drow inspire. Still, for those willing to brave these obstacles, a Drow adventurer offers a compelling tale of redemption, resilience, and the pursuit of identity beyond the shadow of Lolth’s influence, allowing players to explore the complexities of a character striving for a place in a world that views them as an enemy.

POTENTIALLY UNCOMFORTABLE THEMES

The current edition of DUNGEONS & DRAGONSTH has taken strides to address and reframe potentially uncomfortable themes such as prejudice, slavery, racial superiority, and misogyny that were present in earlier versions of the game. As a reflection of evolving cultural sensitivities



and a commitment to inclusivity, modern D&D balances maintaining a compelling, conflict-driven setting with an approach that considers players' diverse backgrounds and experiences.

Historically, themes like slavery and racial superiority appeared in D&D's lore as aspects of its fantasy societies. These elements were often used to distinguish factions, justify conflicts, and drive stories that pitted players against morally reprehensible enemies. The rigid alignment system categorized species, such as orcs or drow, as "*evil*," reinforcing racial stereotypes that encouraged antagonism without nuance. Such black-and-white portrayals of morality and culture could reinforce simplistic or harmful ideas about certain groups, even in a fantasy context.

In the current edition, the designers of D&D have revised these themes with greater sensitivity. *Race*, once a central aspect of character identity and alignment, is now referred to as "*species*" to avoid real-world connotations. Alignment, once prescribed by species, is now more flexible, allowing characters from any background to be heroes or villains. This approach supports player agency and storytelling, enabling characters to be defined by their choices and actions rather than predetermined cultural attributes. Similarly, slavery, a common trope in earlier editions, is no longer emphasized in published materials. When it does appear, it is handled with care and presented as an evil that players might work to end, aligning with the game's themes of heroism and justice.

Prejudice and themes of superiority are still present in some settings but are approached as world-building elements rather than inherent traits of certain species. For example, Orcs, once uniformly portrayed as cruel and irredeemable, are now depicted as a diverse people whose cultural conflicts stem from historical choices rather than inherent evilness. These nuanced portrayals invite players to engage with complex societies and challenge them to think critically about the sources and impacts of prejudice without endorsing it.

Moreover, D&D's community has taken proactive steps to ensure that Dungeon Masters and players approach potentially triggering themes thoughtfully. The inclusion of safety tools, such as "*Session Zero*" discussions, content warnings, and X-cards, empowers groups to set boundaries and address sensitive topics in ways that respect everyone at the table. Through these tools, players can explore challenging themes in a controlled, consensual environment, enhancing immersion without risking real discomfort.

FRIENDLY OR HOSTILE?

Although charisma is often overlooked when fighting dragons or engaging in magical research, it can be critical in determining whether one spends the night in a warm and comfortable inn or a leaky, rat-infested stable. This is especially important in rural areas, where the goodwill of the townsfolk usually determines whether you may even be allowed into the village in the first place!

CHARISMA CHECKS FOR NON-TRADITIONAL SPECIES

Any non-traditional species PC that openly enters into a civilized settlement not familiar with their type will be at disadvantage on all Charisma and Charisma-based skill checks. Any failed roll should be fully role-played by the DM potentially even to the level of torches and pitchforks at dawn depending on the character's actions.

Results from a failed Charisma-based skill check could range from rude and ignorant insults being thrown, aggressive or fearful behaviour, or perhaps the character is simply shunned and ignored, hoping that they will go away. In extreme cases, the town guards may be called or the character may be attacked but that outcome should really depend on the actions of the character not simply one bad die roll.

Depending on your character, peasant villagers will treat you in different ways; grim and taciturn peoples will take your money and give you service, but no more. Friendly and jolly peoples can fete you with songs and ale, provided you repay them with tales and news, as rural folk often get little news besides what travellers bring to them. Coolly hostile peoples will either make you sleep on the outskirts of town, ignore you altogether, or simply chase you off.

Charisma determines how good or bad a reception one may get, but many other factors come into play. Cultural relations can be a factor—dwur mines and olven tree-villages often show low-key hostility to each other when travellers of the other species attempt to pass through their lands. National alliances and prejudices can also change one's mind—the people of Geoff will greet olves and citizens of Sterich with open arms, although be merely friendly to those from Keoland or the Uleks. People from the Aerdy states will either be ignored or harassed by many in Nyrond and the Iron League states.

How one behaves is another important thing to consider. Being excessively nosy, boastful, rude, arrogant, or greedy turns off many potential friends, and people who act this way often get higher prices and worse service as a result. Being friendly, courteous and generous with your money has the opposite effect. Minding one's own business and not angering village elders or other important figures are also important. All of the above notwithstanding, the sad, simple fact is that some people do not like or trust the presence of adventurers, and are so prejudiced against them that they will order all such people to leave voluntarily or run out of town.

In large cities, most people tend to ignore visitors, unless they are of a species or nationality the inhabitants dislike, in which case they may suffer the same mistreatment as described above. Otherwise, if a person breaks no laws and does not offend anyone powerful, they will generally be served and treated like any other travellers.



SPECIES DESCRIPTION

AASIMAR

Aasimar are rare, celestial-touched beings resulting from unions between mortals and celestial entities. Outside of the Celestial Empire, where such relationships are uncommon, it is exceptionally rare for a celestial to take a romantic interest in a human. Within the Celestial Empire, however, these unions, while not frequent, are known, and the offspring of such pairings are called Aasimar.

Aasimar vary widely in appearance and often resemble typical humans; however, they tend to be particularly beautiful and graceful, with an innate, divine warmth that radiates through their smiles and bearing. Many Aasimar exhibit subtle physical traits that hint at their celestial heritage, such as silver hair, golden eyes, or an intense, otherworldly gaze. They are typically tall and good-looking and possess a naturally pleasant demeanor.

In the Celestial Empire, Aasimar hold esteemed roles, often occupying the upper ranks of the Celestial Bureaucracy's major ministries. Many Aasimar are descendants of Suhfeng mortals who formed relationships with celestial warriors after the Demon Wars, forging a legacy of celestial ancestry. Some trace their lineage to Mist Dragons, Devas, or other celestial beings. Known for their generally good alignment, Aasimar dedicate themselves to opposing evil and encouraging others toward righteousness. While most Aasimar exhibit a benevolent nature, some manifest the judgmental and vengeful tendencies of their celestial forebears, though this is rare. Aasimar excel in roles aligned with divine purpose, particularly as clerics and paladins, favoring these classes.

Aasimar characters can be played as outlined in the 2024 edition of the Players Handbook.

AARAKOCRA

On Oerik, aarakocra can be found in several remote, high-altitude or dense forest regions that suit their aerial nature and cultural traditions. Although they are rare in the Flanaess, some aarakocra have established secluded communities there, especially in high mountain ranges and ancient forests. The towering peaks of the Crystalmist Mountains in the western Flanaess provide ideal nesting grounds for aarakocra seeking solitude and open skies. Here, they can soar and hunt over vast territories, and their proximity to the Barrier Peaks offers possible access to portals to the Elemental Plane of Air, reinforcing their connection to their native realm.





Mountains' numerous peaks offer ideal nesting spots, and the cultural isolation has made these western aarakocra communities distinct and self-sustaining, with limited interaction with the people of the Flanaess. In contrast, aarakocra seem notably absent from the lowland regions of Zahind, though isolated eyries may exist in the higher elevations of the Zahind Mountains. These western colonies have maintained unique, ancient connections to the Elemental Plane of Air, making them some of the most culturally significant aarakocra settlements on Oerik.

Adventuring is often a natural path for aarakocra driven by curiosity, conflict, or personal duty. Some may take to the adventuring life to explore the strange Material Plane or to hunt down powerful foes threatening both their realms. Others are drawn to seek treasure, fascinated by beautiful, shining objects, or to observe the curious lives of the "grounded" races. Occasionally, an aarakocra might be an exile from their community or driven to find new purpose, with adventuring offering a rare blend of independence and high-flying freedom.

Aarakocra characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse. They may find themselves suffering disadvantage on Charisma-based checks when appropriate.

BUGBEAR

Bugbears, known in the old Flan tongue as *Buchveer*, are one of the traditionally *evil* or *monstrous* races of Greyhawk, often viewed as enemies or dangerous creatures by the populace of civilised land. They resemble larger, furred versions of goblins, with their lean, long-limbed forms, yellowish to yellow-brown skin, large ears, pug noses, and bandy legs. Standing between six and seven feet tall, bugbears are far stronger and more imposing than goblins, with thick coats of tan-brown or brick-red hair and eyes glinting with a greenish-white hue and red pupils that reveal their cunning nature. Agile and careful, bugbears are masters of stealth, moving with a surprising grace that belies their brutish appearance.

In Greyhawk, bugbears differ from their smaller kin by being more cautious and selective in their aggression. Due to their slower reproductive rate, they are not inclined to open, continuous warfare with other races, preferring ambushes and attrition tactics over outright battles. When working with goblins (*jebli*) or orcs (*euroz*), bugbears often use these allies as the front-line force, leading from the shadows and coordinating attacks with precision. Unlike other traditionally evil races, they are less likely to waylay random

Farther north, the Rakers of the Griff-Corusk range serve as another refuge for the birdfolk, where they defend their homes against hostile humanoid tribes. The cold, rugged environment of the Rakers helps aarakocra maintain their independence and preserve their traditional customs, with little human interference. In the Grandwood Forest of the Great Kingdom, aarakocra reside high in the ancient trees, rarely descending to the forest floor. These aarakocra have formed unique alliances with local fey and druidic circles, serving as protectors of the forest and its magical creatures.

Aarakocra are more commonly found in the western regions of Oerik, where they thrive in high-altitude habitats that offer seclusion and freedom. Be'how, high in the Tyurzi Mountains is home to large aarakocra populations, where the expansive mountain ranges support interconnected eyries and allow for extensive hunting grounds. The Tyurzi

human settlements, attacking only when the gains are clear and necessary.

Bugbears are typically found in remote regions or as part of other humanoid and giant communities. They often dwell among goblins, hill giants, hobgoblins, and more rarely, gnolls, forming small nomadic bands or extended family units of around eighty individuals. Within these groups, bugbears serve as scouts, guards, or even leaders, valued for their talents in stealth and strategy. Many have settled in caves, forested regions, or dungeons near allied tribes, always on the move and rarely seeking permanent settlements. When cooperating with other humanoid races, they are known to take leadership roles or serve in important tactical capacities.

Historically, bugbears have played key roles in numerous conflicts, often as allied forces rather than conquerors in their own right. They fought in both Suel and Baklunish armies prior to the Twin Cataclysms and served alongside

goblins in the armies of House Naelax during the Turmoil Between Crowns in Aerdy. Bugbears have also allied with prominent warlords such as *Nosnra*, a hill giant chieftain in Geoff, and remain active in raiding groups allied with the Horned Society and Iuz. Today, bugbears can be found leading warbands in the Bandit Kingdoms, frequently launching raids into The Pale, Tenh, and the Huntinglands

In the present day, bugbears serve various evil despots, mad wizards, and warlords across the Flanaess, where they are most numerous. Beyond the Flanaess, they are also found in large numbers in the rugged hills of Mulwar in Zahind, where a population of black-to-green-furred bugbears may represent a distinct subspecies native to Hepmonaland. In the western reaches of Oerik, bugbears were once common, especially as skirmishers in battles against celestial forces during the Demon Wars. However, a civil war with the Oni decimated their western populations, leaving only scattered survivors.

Bugbear characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse with the caveat that they suffer disadvantage on Charisma-based checks due to their fearsome appearance and outsider status in the lands of most humans and demi-humans, presenting unique role-playing challenges.

CENTAUR

Legendary hunters and formidable warriors, centaurs are part human, part horse, and are found primarily in the Dry Steppes, lands of the Rovers of the Barrens, and among the Tiger and Wolf Nomads. Farther afield, they inhabit the remote lands of Mur and Pesh in western Oerik, where their nomadic culture thrives in the open wilderness. Some centaurs resemble the local equines, displaying the colours and markings of regional horses, while a rare, zebra-striped variety is rumoured to roam the southern lands of Hepmonaland. These stoic people have deeply tanned skin similar to the humans of neighbouring regions, and their lower bodies often reflect the coat patterns of local horse breeds. Hair and eyes tend toward darker colours, with many favouring long, flowing manes, though some Peshian tribes are known for rough, spiky styles.

Standing about four feet at the withers, centaurs are slightly smaller than mounted cavalry but fill similar roles as scouts, messengers, and outriders. Their lower bodies bear a wide range of colours and markings, and these can vary significantly even within a family.

Centaurs are deeply proud of their heritage and their strong, stoic physiques, often believing their ancient cultural traditions elevate them above the “two-legged” folk they encounter. Reclusive but fiercely territorial, centaurs are known to defend their ancestral lands against outsiders with vigour. While not inherently aggressive, centaurs can be ruthlessly protective of their homeland and are quick





to strike against despoilers of nature. Many tribes have occupied their territories for thousands of years, and against those who fail to heed their warnings, centaurs' finely honed skills as hunters become deadly weapons.

Centaurs typically live in close-knit groups of dozens, led by a wise seer or a seasoned warrior who has earned respect through noble deeds. Leaders guide the tribe according to their outlook; a seer may encourage the tribe to distance itself from civilisation to preserve its customs, while a more aggressive warrior might drive skirmishes with neighbouring humanoid settlements or rival centaur tribes. Honoured allies are often found among elves, fey, gnomes, and some isolated human communities, who come to value centaurs' honour, practical wisdom, and deep wilderness knowledge. Against foes, however, centaurs are a force to be reckoned with; they train with weapons alongside their powerful hooves, and the thunder of a centaur charge across open plains is as startling as a stampede or even an earthquake.

Though centaurs are bound to their nomadic ways, occasionally, one will leave its tribe to explore the world beyond its homelands. Such wanderers, or "outcasts," often find it easier to integrate into humanoid societies but may face suspicion from their kin, who view their departure as a sign of dishonour.

Centaur characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse. They may find themselves suffering disadvantage on Charisma-based checks when appropriate.

DRAGONBORN

Dragonborn are a rare and legendary sight on Oerth, believed to have been created in ancient times by Bahamut and Tiamat during the Demon Wars of western Oerik over 2,000 years ago. Known primarily in the distant lands of western Oerik and certain regions of Hepmonaland, Dragonborn remain unfamiliar in the Flanaess, where their appearance would likely provoke fear and alarm among the populace. In their homelands, however, Dragonborn are highly regarded and have found places in societies as soldiers, bodyguards, and elite warriors. Metallic Dragonborn serve the Celestial Bureaucracy in Suhfeng and among various Raajis in Zahind, while Chromatic Dragonborn, hidden in Hepmonaland's dense jungles, plot within their secluded civilisation and remain a formidable presence.

Beyond these two primary Dragonborn lineages, there exist other, even rarer types that most sages know only from legend or rumour. Among these are the Greyhawk Dragonborn and the Shadow Dragonborn, both of whom trace their origins to unique dragons with which they share an affinity.

GREYHAWK DRAGONBORN

Greyhawk Dragonborn are a rare lineage distinct from the metallic and chromatic Dragonborn. Unique to Oerik, Greyhawk dragons live within humanoid societies, often taking on the guise of humans or demi-humans and integrating as scholars, sages, and nobles. These dragons form bonds with humans, demi-humans, and, on rare occasions, humanoids. When these connections deepen into romance, the resulting unions infuse draconic essence into mortal bloodlines. Over generations, this essence may surface subtly, appearing as a silvered eye, steel-gray hair, or an otherworldly aura. Yet, in rare instances, a descendant emerges bearing fully manifest draconic traits: the Greyhawk Dragonborn.

Greyhawk Dragonborn display a unique appearance—distinctly draconic but less pronounced than the metallic and chromatic Dragonborn of the Demon Wars. Their scales, deep blue-gray with steely highlights that burnish with age, have a subtler sheen, and their features, while dragon-like, are less exaggerated. Their frills, brows, and claws suggest a draconic origin without the full grandeur of a metallic or chromatic Dragonborn. Compared to other Dragonborn, they are slightly smaller and more lithe, mirroring their Greyhawk dragon ancestors' preference for blending into humanoid society.

A GREYHAWK DRAGONBORN'S JOURNEY

Knight Commander Aleshh Kaarth of the Shield Lands carries a legacy as mysterious as it is powerful. Her lineage traces back to a Greyhawk dragon who, centuries ago, took on human form to live among Shield Lands nobility, fascinated by their martial traditions and cultural vigour. This dragon's bond with a noblewoman produced a hidden draconic bloodline, and generations later, Aleshh was born with unmistakable signs of her ancestry: deep blue-gray scales, powerful build, and a presence that set her apart.

Her family kept her concealed from society, fearing scandal and misunderstanding. However, Aleshh's fierce independence could not be contained. Longing to forge her own path, she eventually left the Shield Lands, travelling into dangerous territories and taking on work where few others would. Her imposing form and draconic traits meant she was often treated with suspicion or hostility, so she was relegated to the roughest tasks, often forced to work alongside humanoid mercenaries and in the shadows of society. These years were difficult, and Aleshh faced countless hardships, coming close to defeat more times than she can count.

It was during a brutal battle in the Bandit Kingdoms, nearly defeated and on the verge of collapse, that Aleshh experienced a profound vision of Heironeous. The god of chivalry and justice appeared to her, igniting a spark within her heart and granting her a new path and purpose. From that moment, Aleshh knew she was destined to serve Heironeous as a paladin. Her devotion infused her with resilience and seems to have unlocked the power to change her form, allowing her to conceal her draconic traits and walk among humans without revealing her true nature as Greyhawk dragons have done for centuries. With this newfound gift, she returned to the Shield Lands with a strength forged by hardship and a faith renewed.

Back in her homeland, her destiny took shape when she saved *Sir Holmer of Walworth*, the childless Knight Commander of the Shield Lands, from a deadly black dragon attack. In that desperate battle, she revealed her true form to protect him, shocking him with her draconic heritage. Yet, seeing her bravery and dedication, Sir Holmer knew he had found a worthy successor. Entrusting her secret to only a select few, on his death bed in early 576 CY, Sir Holmer declared Aleshh his heir and gathered the Knights of the Shield, swearing them to loyalty and fealty to their new leader.

Now, as Knight Commander, Aleshh leads the Shield Lands with the honour and resolve of a paladin of Heironeous, but she does so in secret as a Greyhawk Dragonborn. To most, she appears as a human warrior of remarkable strength, while her true form, usually revealed only in battle, is a burnished steel symbol of resilience and valour. Her ability to alter her appearance allows her to navigate Shield Lands society and diplomacy, concealing her draconic nature from all but a few trusted knights. Under her leadership, the Shield Lands stand united.

GREYHAWK DRAGONBORN TRAITS

Greyhawk Dragonborn differ from their metallic and chromatic dragonborn kin in the following ways:

Draconic Ancestry. Your dragon progenitor was a Greyhawk Dragon. You have Resistance to poison damage and your Breath Weapon damage type is poison.

Change Form. Inheriting a powerful affinity for shapeshifting, Greyhawk Dragonborn can assume humanoid form, much like their Greyhawk dragon forebears. This ability allows them to navigate humanoid society with relative ease, enabling them to appear fully human or demi-human when needed. In their true form, however, their draconic traits are unmistakable, often evoking awe or suspicion.

In place of the **Draconic Flight** trait, you gain the **Change Form** trait starting at 5th level. As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your apparent species, coloration, hair length, and gender. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another species, though none of your game statistics change. You can't duplicate the appearance of a specific creature, and you must adopt a bipedal form. Your clothing and equipment aren't changed by this trait nor can you use your Breath Weapon feature when in your changed form. You stay in the new form until you use an action to revert to your true form or until you fall unconscious. Only a *True Seeing* spell is able to pierce your changed form and reveal your true appearance.

SHADOW DRAGONBORN

Shadow Dragonborn are Dragonborn touched by the essence of the Shadowfell, marked by an inescapable connection to darkness and decay. Whether born in the Shadowfell itself or bearing the legacy of a Shadow Dragon ancestor, these Dragonborn carry the mysterious allure and foreboding aura of that bleak plane.

Shadow Dragonborn have scales that lack the shine and lustre of their kin. Instead, their scales are a muted charcoal or smoky grey, seeming to absorb light rather than reflect it. In darker environments, they almost seem to fade into the shadows, becoming a spectral silhouette. Their eyes, rather than the bright tones typical of Dragonborn, are pools of opalescent grey, giving them an unsettling, otherworldly gaze. In sunlight, they appear discomfited, their dark scales standing out starkly and looking even more spectral.

While not inherently evil, Shadow Dragonborn often carry a certain malaise, a quiet acceptance of despair or melancholy that reflects the influence of the Shadowfell. Many of them are thoughtful, introverted, and cautious, often preferring solitude or quiet companionship over large gatherings. They may find solace in the night or in dim, forgotten places and are frequently drawn to the mysteries of death, memory, and the nature of fear.

SHADOW DRAGONBORN TRAITS

Shadow Dragonborn are nearly identical to chromatic and metallic Dragonborn with the following exception:

Draconic Ancestry. Your dragon ancestor was a Shadow Dragon. You have Resistance to necrotic damage and your Breath Weapon damage type is necrotic.

Because of their draconic appearance, all Dragonborn, Metallic, Chromatic, and the two new types presented here, suffer disadvantage on Charisma-based checks when dealing with those unfamiliar with their kind, their draconic appearance causing most to flee in fear or draw their weapons to fight.

DRACONIC ANCESTORS

DRAGON	DAMAGE TYPE
Greyhawk	Poison
Shadow	Necrotic

DWARF

The dwarves, or *dwur* in the Flan tongue, of Oerth are renowned for their structured, clan-based society, which values tradition, loyalty, and industriousness. Living predominantly in mountainous and hilly regions, they focus on mining and metalworking, as well as defending their homes against other species that covet their mineral wealth. Their communities are built on a foundation of law and order, deeply rooted in ancient customs, and every aspect of their lives is defined by tradition. This adherence to structure means that dwur society places immense value on the clan and community above individual desires, and the duties of a dwur to family and tradition are paramount.

Though they are known for their materialistic and militaristic nature, dwarves also share a deep cultural affinity for crafting and artistry, primarily focused on mining and stonework. Their economy revolves around the wealth they extract from the earth, using both conventional mining techniques and unique magical practices to locate and access mineral resources. Precious metals such as copper, silver, and gold are prized, but the ultimate discovery for any dwur miner is a new vein of adamantine. Despite common perceptions, dwarves do not disdain magic itself but rather view it as a practical tool, often used to protect their citadels, fortify mines, and craft superior weapons and armor.

Eastern dwarves worship a pantheon of twelve deities, with *Moradin, the All-Father*, serving as their principal god. Other major deities include *Clanggedin Silverbeard*, the god of battle and honor; *Berronar*, the demi-goddess of home and clan; and *Ulaa*, the goddess of hills and mountains. The dwarves of the far west and deep south, including the *Korobokkuru* and the *Bwan*, deviate from this tradition. Korobokkuru have a nature-based spirituality, led by clerics who worship the divinity of the natural world, while the Bwan of Hepmonaland are guided by shamans rather than deities.

In terms of gender roles, dwarf society is largely egalitarian, with both male and female dwarves participating equally in all aspects of daily life. They often appear similar to non-dwarves, with both sexes sporting facial hair, though female beards tend to be finer and less prominent. Intimate bonds within the same gender are common, particularly among warriors who form lifelong ties during times of conflict. Such bonds are as respected and honoured as traditional marriages. However, among certain isolated and more oppressive mountain clans, traditional gender roles are strictly enforced, and women have limited social freedom—a stark contrast to the overall egalitarian dwarven society.

Relations with other species are complex, varying from mutual respect to open hostility. Dwarves often share close bonds with gnomes, though some gnomes resent the paternalistic attitudes of their dwarven allies. Relations with elves are typically strained, save for certain alliances, such as the dwarves of the Yatils and their friends in the Vesve Forest. Humans and halflings encounter a range of attitudes from the dwarves, spanning friendship to suspicion, depending on individual alliances and historical interactions. The western Korobokkuru remain largely insular, limiting contact with other races and maintaining a relentless enmity with the bakemono, fiend-touched goblins of the western lands.

Throughout their history, dwarves have engaged in numerous conflicts, both internal and external. The Hateful Wars exemplify the complex nature of their alliances and rivalries. This devastating series of battles saw the dwarves and their allies fighting goblinoid forces in the mountains. However, political games among dwarf leaders led to infighting and betrayals, leaving lasting scars on their relationships with the elves of Celene and other allies. Inter-clan politics are critical to dwarf society, and powerful leaders have occasionally managed to unite rival clans for common causes, as seen in the formation of the Principality of Ulek.

Despite their traditional nature, the dwarves are known for adaptability in trade and craftsmanship, producing tools, structures, and weapons famed for durability and functionality. They rarely prioritize aesthetic values, favoring designs that embody strength and resilience. This pragmatism extends to their use of magic, which they wield selectively for protective and practical applications. The dwarves have also taken measures to preserve their rich history, which is meticulously recorded on parchment, though traditionalists mourn the loss of the original stone records after the Cataclysms.

In sum, the dwarven are a people of contrasts—staunchedly traditional yet highly adaptive, fiercely loyal to clan and kin, and resolute in their pursuit of strength and survival. Their legacy is one of resilience, forged in the crucible of countless battles and tempered by an unwavering adherence to duty, honour, and the timeless traditions of their people.



DWARVEN LINEAGES

The World of Greyhawk has multiple dwarven lineages, similar to elves.

Bwan

Bwan, found exclusively in the cloud forests and jungles of Hepmonaland, differ from other dwarves by thriving in humid, above-ground environments. They lack a pantheon, relying on shamanic leaders for spiritual guidance. Unlike their mining-focused relatives, Bwan dwarves are skilled in forestry and crafting with natural materials, particularly prized for their unique woodworking techniques adapted to their lush surroundings. Their lifestyle is deeply intertwined with the rich biodiversity of their homeland, and they prefer a life attuned to nature rather than the mineral wealth sought by their hill and mountain kin.

Hill Dwarves

Hill Dwarves are the most influential dwarves in the Flanaess, known for their adaptability and resourcefulness. They typically dwell in hilly regions rich with mineral wealth, like the Principality of Ulek and the Little Hills of the Yeomanry. Some hill dwarves maintain a strong cultural identity and are deeply traditional, with a focus on clan loyalty and mining. Others are more integrated with human societies and are adept at blending dwarven traditions with the demands of trade and diplomacy, making them well-suited for adventuring and interaction with other species.

Korrobokkuru

Korrobokkuru, native to the far western regions of Pesh, Wunan, and Minyeo, are unique among dwarves for their strong connection to nature and preference for living above ground. Eschewing the subterranean lifestyle of their Flanaess kin, Korrobokkuru instead focus on forestry, woodworking, and harmonious living within their woodland surroundings. They are generally insular and avoid interactions with other species, preferring a simple lifestyle centered around spirituality and nature, with all Korrobokkuru clerics devoted to the Nature domain rather than specific deities.

MOUNTAIN DWARVES

Mountain Dwarves are more isolated and tend to view the world with a siege mentality, often residing in highly fortified citadels atop mountain ranges like the Barrier Peaks and Glorioles. Fjelldar-Dwur live in remote, fortified communities and limit outside contact, while Isdar-Dwur

DWARVEN LINEAGES

LINEAGE	REVISED TRAITS
Bwan	In place of Stonecunning, Bwan dwarves gain a Climb speed of 30 ft.
Hill	In place of Stoncunning, Hill dwarves gain the Skilled feat.
Korrobokkuru	In place of Stonecunning, Korrobokkuru gain the Druidcraft cantrip and proficiency in the Survival skill and Woodcarver's Tools.
Mountain	Mountain dwarves use the default traits from the 2024 Players Handbook.

are renowned fighters, constantly engaging in battles against monstrous threats in their high-altitude homes in the Rakers and Griff Mountains. Both subgroups emphasize martial prowess and are known as expert warriors, particularly feared for their dragon-slaying skills.

DUERGAR

The duergar, or gray dwarves, are a dwarven species who dwell in the depths of UnderOerth. Once skilled tunnelers serving the dwur king, during the Twin Cataclysms, they retreated ever deeper into the earth, ultimately encountering a powerful aboleth named *Jurl'arl'fahg*. This led to their enslavement and transformation, warping their physical and mental forms. When *Jurl'arl'fahg* vanished, a leader named *Laduguer* unified the Duergar, establishing a fanatical theocracy centered on his godhood and promoting a philosophy of duergar supremacy and expansionism.

Duergar characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse with the caveat that they suffer disadvantage on Charisma-based checks due to their reputation for cruelty and evil and their outsider status in the lands of most humans and demi-humans.

ELF

Known to the Flan people as "olven folk," elven society is rooted in individual freedom and collaboration rather than strict hierarchy, contrasting with the structured society of the dwarves. Elves organize loosely into various family groups under leaders like dukes, princes, or counts, with political decisions often reached through communal discussion. This approach to leadership ensures that no elven leader acts unilaterally, striving instead to gain widespread support within the community.

Elven society values gender equality, and many respected leaders, past and present, are women, celebrated for their fairness and wisdom. Men and women hold equal authority in all societal roles, including the military, where historical records even mention female elven cavalry mounted on unicorns. Daily life for elves often includes activities such as hunting, meditation, patrols, teaching, study and craftsmanship. In wilderness areas, elves rarely seek wealth in minerals, preferring to trade with other species. They construct elaborately carved homes in trees, lodges, and cabins—often decorated with intricate woodwork—in both rural and urban settings.

Generally, elves have amicable relationships with humans and halflings, polite partnerships with gnomes, and a more distant stance toward dwarves, except in regions like Geoff, the Vesve, and Sunndi. While some elves respect human progress, others resent humanity for perceived harms to the world, such as the rise of Iuz and the Aerdi's oppressive rule. Elven city-states date back to millennia-old settlements in the Crystalmists, where they have fought both dwarves and giants on the frontiers of Old Keoland. Beyond the Flanaess, elves are found along the Sunelan Coast and in the Celestial

Empire's bureaucracy. In western Oerik, high elves play significant roles in the Celestial Empire, embodying their openness and adaptability across the continent.

ELF LINEAGES

High and Wood elves are outlined in the *2024 Players Handbook* (as are Drow if permitted at your table). In the World of Greyhawk there are three additional available elven options as player characters.

GRAY ELF

Gray Elves trace their lineage back to a unique merging of elven bloodlines, stemming from the *War of Light and Darkness*, a cataclysmic conflict that pitted elves against their ancient foes, the Drow. During this war, powerful Archfey sent eladrin, noble fey elves from the Feywild, to aid the high elves of Greyhawk. Some of these eladrin remained on Oerth after the conflict, intermingling with the native high elves and establishing a distinct bloodline imbued with both fey ancestry and the wisdom of the Feywild. This heritage granted the gray elves their heightened magical abilities, refined beauty, and an intense reverence for knowledge and tradition. Seen as the purest representation of the elven species, they carry a sense of pride and aloofness, often believing themselves to embody the best of both the elven and fey worlds, which deepens their detachment from other species and reinforces their guarded isolationism.

GRUGACH

Grugach, or *wild elves*, are a fiercely independent elven species, descended from wood elves, who live in secluded, ancient woodlands far from the influence of other cultures. They are smaller and more compact than most other elves, with a lean, wiry build that belies their notable physical



strength. Their skin has a dark, earthy tone, ranging from deep copper to rich brown, helping them blend seamlessly into the forest environments they inhabit. Grugach hair typically falls in shades of black or deep brown, though it may lighten to a silvery white as they age, mirroring the natural cycles of the wild landscapes they call home. Their eyes are often dark, reflecting the mystery of the dense, ancient woodlands where they reside. Overall, their appearance is rugged and practical, shaped by generations of survival in the deepest, most untamed parts of the forest.

Grugach are notoriously isolationist, to the point of extreme xenophobia, shunning contact even with other elven species. Their preference for solitude is matched by a fierce protectiveness over their territory; they guard their borders with elaborate and often deadly traps, becoming increasingly ruthless the closer intruders come to their camps. While the grugach share an ancient lineage with the wood elves, they view themselves as more attuned to the wild and are critical of even wood elves for being too open to contact with outsiders. The grugach prefer a simpler lifestyle, deliberately avoiding what they consider the corrupting influence of "civilised" cultures—like metalwork, permanent structures, and elaborate textiles.

Grugach have a cultural disdain for arcane magic, viewing it as incompatible with their deeply naturalistic way of life. Instead, they revere primal magic, favouring the practices of druids and nature-based spellcasting that align with the rhythms of the wild. This spiritual connection to the primal forces of nature is evident in their strong bonds with their forest home and its beings.

ELVEN LINEAGES

LINEAGE	LEVEL 1	LEVEL 3	LEVEL 5
Gray Elf	You know one cantrip of your choice from the Wizard spell list. You also have proficiency with the elven sabre, shortbows and longbows.	Faeri Fire	Misty Step
Grugach	You gain the Tough feat and proficiency in the Survival skill. In addition, you know the Druidcraft cantrip.	Animal Friendship	Pass Without Trace
Valley Elf	You know one cantrip of your choice from the Wizard spell list. You are proficient with the longsword and longbow. In addition you speak gnomish.	Detect Magic	Invisibility

VALLEY ELF

The Valley Elves are an enigmatic and unusual elven species who inhabit the Valley of the Mage, where they remain largely isolated from the outside world. Known for their extreme xenophobia, these elves are distrusted by nearly all other elven species—including the drow—who consider them traitors for allegedly swearing loyalty to a powerful master in exchange for forbidden, extraplanar knowledge. This mistrust has only deepened over time, causing other elves to shun them entirely. Yet, despite their suspicion of outsiders, the Valley Elves maintain close alliances with the humans and gnomes of the Vale, joining forces to defend their shared homeland.

Native to the secluded Valley of the Mage, these elves are taller than most of their kin, with slender builds and striking, angular features. Their hair shifts seasonally, appearing pale yellow in the summer and darkening to rich gold in winter. They prefer flowing clothing in blue and green hues, marking their distinct style. Valley Elf society is notable for its simplicity; they craft few items, and their relationship

with nature is practical rather than reverent. Known for breeding and training *cooshees*, the green-furred “elven dogs,” Valley Elves are as self-sufficient as they are reclusive, obtaining what they cannot forage through the Mage of the Valley’s resources.

Historically, the Valley Elves are believed to be an offshoot of the Gray Elves and established a kingdom in the Javan Vale long before the founding of Keoland. They maintain a strong, though cautious, connection with the Grand Duchy of Geoff, even providing intelligence during past conflicts. The Valley Elves’ allegiance to the Mage of the Valley led to significant shifts in their society. Known as “the Exalted One,” the Mage gained their loyalty after arriving in the Vale, leading the Valley Elves to act at his behest, occasionally raiding nearby lands like Bissel, Ket, and Geoff.

FAIRY

In Greyhawk, the fey are ancient, mystical beings deeply connected to the natural world, often inhabiting places where the veil between Oerth and the Feywild is especially

thin. These boundary areas, like mist-filled forests, enchanted glades, or twilight-shadowed groves, serve as portals to the Feywild, allowing fey influence to seep into the mortal realm. The fey range from beguiling to dangerous, embodying both the enchanting beauty and capricious menace of nature itself. One such fey

enclave is the *Court of Twilight Resplendent* in the Dim Forest, where the borders to the Feywild are particularly fragile.

This court’s members blend both light and shadow, enchanting those who enter with their radiant yet eerie presence, while mortals who stray too far find themselves irrevocably lost in a realm of eternal dusk.

Fairy characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse.

FIRBOLG

The Firbolgs of Oerth stand apart from their counterparts described in *Mordenkainen’s Monsters of the Multiverse*.

Among the giant-kin, they are considered the most powerful, due to their natural intelligence and potent magical abilities. Physically, Firbolgs resemble large humans, standing between 7 and 8 feet tall and weighing over 300 pounds. They often wear their hair long



and are known for their thick, impressive beards. Their skin ranges from a faint greenish hue to tan, and their hair typically appears in shades of blonde or red, though other colours are possible. Firbolgs have deep, resonant voices, marked by smooth bass tones and rolling consonants.

Firbolgs are a cautious, crafty people who prefer to live in remote forests and hills, with communities found in places like the Celadon, Gambodge, and Oytwood forests. Reclusive by nature, they have limited interaction with outsiders, choosing instead to keep a quiet presence within their woodland homes. Firbolgs maintain balanced relationships with druids and fay creatures, including elves, engaging in respectful coexistence without seeking or offering much aid. When approached by strangers, they are wary, often using illusionary disguises to appear as other creatures. While they are not hostile without reason, Firbolgs have a penchant for pranks, particularly those that relieve strangers of a bit of treasure.

Few creatures in the forest dare to hunt Firbolgs, as they are stronger than most woodland beasts, and intelligent beings know better than to provoke them. Firbolgs avoid true giants, except for storm giants, but they aggressively defend their lands from any encroaching giant-kin.

Firbolg characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse. They may find themselves suffering disadvantage on Charisma-based checks when appropriate due to their relationship to giants, who are the traditional enemies of humans and demi-humans.

GENASI

In the World of Greyhawk™, the Genasi are descendants of the Baklunish people whose fates were intertwined with the elemental lords after the devastation of the Twin Cataclysms. As Baklunish survivors gathered at the ruins of Tovag Baragu, Istus, the goddess of fate, offered them salvation through alliances with noble genies representing each of the primary elemental force: air, water, earth, and fire. Each Baklunish faction followed its chosen genie to new lands, forging deep bonds with their elemental patrons and shaping distinct cultural identities rooted in the reverence of fate and elemental power.

Genasi in the Greyhawk setting embody this legacy. They are scattered across the lands of the Baklunish descendants, inheriting the physical and mystical traits of their elemental ancestors—Air Genasi are associated with the coastal winds of Risay; Water Genasi with the maritime traditions of Ekbir; Earth Genasi with the rugged mountain clans of Tusmit; and Fire Genasi with the ambitious city of Zeif. These elemental traits make Genasi unique within Baklunish society, blending human heritage with elemental powers and representing the pact of unity between their people and the genie lords. Their presence is a living reminder of the Baklunish resilience and adaptability, and they often

see themselves as champions of both their culture and the elements that shape it.

Over the centuries, the Baklunish Genasi bloodlines have mingled and interwoven, leading to the emergence of Para-Elemental Genasi—individuals embodying unique blends of elemental heritage. These new forms reflect the mixing of elemental powers across generations, resulting in Genasi attuned to para-elements like ash, magma, ice, and ooze, each born from the intermingling of fire and air, fire and earth, water and air, or earth and water, respectively. Para-Elemental Genasi are rare, often possessing unusual physical traits—such as smouldering skin, frost-laden breath, or shifting, silty hair—and their abilities are less predictable than those of their pure elemental kin. This blending of powers is viewed as a natural evolution of the Baklunish legacy, where the original genie pacts have expanded and deepened, adding complexity and versatility to Baklunish culture and strengthening their bond with the primal forces of Oerth.

ASH PARA-GENASI

Ash para-genasi tend to be morbid and sarcastic. They are pale and gaunt, with hollow cheeks and dark circles under their eyes. They usually have at least one or two traits that hint at their ancestry, such as perpetually dry skin or a cloud of dust that clings to them wherever they go. They almost always dress in blacks and greys, and more often than not they wear funeral garb, even when such garb would be highly inappropriate.

ICE PARA-GENASI

Ice para-genasi are cold, emotionless beings. They appear human, but their features are often sharper and more chiselled than normal, and their skin is paler than the norm for their race. In addition, they have one or two minor supernatural traits that hint at their heritage, such as breath that frosts in even the hottest weather or frost-caked hair. They prefer loose, light clothing in whites and pale blues, even in cool climates.

MAGMA PARA-GENASI

Ponderous but powerful, magma para-genasi combine many of the traits of their earthen and fiery ancestors. Like all para-genasi, they tend toward neutrality. They are usually short and stocky, sometimes to the point of resembling tall dwarves. They usually have dark skin, and they typically possess traits that mark them as unusual. They might have a reddish glow to their skin or eyes, feel unusually hot to the touch, or have hair that ripples like fire. They tend toward simple, utilitarian clothes, which often seem disturbingly close to smouldering.

OOZE PARA-GENASI

Ooze para-genasi are repulsive and slimy (both physically and in personality). They are most often neutral, but they have a slight tendency toward evil. They are usually heavyset, with flabby bodies and sallow skin. Most exhibit a small number of traits that hint at their ancestry, such as greasy skin or unusually flexible limbs. They wear dark earth tones,



and their clothing is often soiled and foul smelling. They are, on a whole, utterly revolting.

PARA-GENASI TRAITS

As an para-genasi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Para-Genasi Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Para-Genasi Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

PARA-GENASI LINEAGES

LINEAGE	LEVEL 1	LEVEL 3	LEVEL 5
Ash Para-Genasi	You do not breathe. You are immune to drowning, suffocation, and attacks that require inhalation .	Fog Cloud	Dust Devil
Ice Para-Genasi	You have resistance against cold damage	Armour of Agathys	Rime's Binding Ice
Magma Para-Genasi	You have resistance against fire damage	Searing Smite	Heat Metal
Ooze Para-Genasi	You have resistance to bludgeoning damage.	Grease	Maximilian's Earthen Grasp

Genasi characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse or players can choose one of the new Lineages here. They may find themselves suffering disadvantage on Charisma-based checks when appropriate due to their relationship to giants, who are the traditional enemies of humans and demi-humans.

GITHYANKI / GITHZERAI

On Oerth, Githyanki and Githzerai are exceedingly rare, their origins tracing back to a shared ancestral past with the early human civilization of Zarum, which flourished in southwestern Oerik over 11,000 years ago. The human Zarumites, powerful and organised into a rigid caste system, were conquered by the psionic might of the Illithids, who enslaved them and transported them across the planes. Over centuries of enslavement and genetic manipulation, the Illithids reshaped Zarumite humans into new species to suit their purposes. This led to the eventual emergence of the *Githyanki* and *Githzerai* after a legendary rebellion led by Gith—a warrior with Zarumite ancestry—who ultimately brought down the Illithid empire. Today, these Gith descendants remain largely unknown on Oerth, and while their appearances might provoke awe or fear, especially in rural areas, city-dwellers in places like the City of Greyhawk, Niole Dra, and Rel Mord may be slightly more accustomed to the presence of these unusual figures.

Githyanki and Githzerai characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse with the caveat that they suffer disadvantage on Charisma-based checks due to their outsider status and strange appearance in the lands of most humans and demi-humans, presenting unique role-playing challenges.

GNOMES

Gnomes, known as *noniz* in Flan, are a hardy and muscular species despite their modest height, averaging just over three feet tall. There are three main subgroups: rock gnomes, deep gnomes, and forest gnomes. Rock gnomes, the most common, are tan-skinned, blue-eyed, and light-haired, though male pattern baldness is typical. Deep gnomes have wiry builds and greyish skin, well-suited to subterranean life, while forest gnomes resemble rock gnomes but often have green eyes and brownish hair. Most gnome males sport beards, and all gnomes share exaggerated features such as prominent noses and leathery skin, lending them a distinctive appearance.

Gnome society is marked by its contrasting qualities. Known for their earthy humour and fondness for pranks, they celebrate a mischievous spirit in festivals and on “*Garl’s Day*,” the first of each month. Yet, they are also fiercely protective of their communities and can quickly turn militaristic if threatened. Gnomes are skilled illusionists and natural artificers, blending “*technology*” and magic in their inventions. This artistry extends from mining machinery and complex locks to music boxes and clocks. Their technological prowess is unmatched, with even the finest human craftsmen unable to replicate gnomish devices.

Gnomes live in clans, usually organised into confederacies rather than independent kingdoms, as is typical for dwarves. They are industrious people with a love for both the treasures of the earth and the beauty of nature, as seen in the presence of both industrial and natural deities in their pantheon, such as *Flandal Steelskin* and *Baervan Wildwanderer*. Clans are governed by councils of elders, where men lead trade, defence, and external interactions, while women manage clan life and social events, holding significant influence over decisions through consultations with the male elders.



Their homes are typically wooden stockades atop tunnel warrens, with stone forts in more hostile areas. They are resourceful, using gears and filtration systems to purify water rather than magic, gardening and trading for food as needed. Gnomes enjoy amiable relations with halflings, who share their humour and down-to-earth outlook, though they sometimes bristle at perceived paternalism from humans or dwarves. Relations with elves are cordial but distant, while gnomes’ history is notably less tumultuous than that of other species, with early kingdoms in the Lortmils, Verbobonc, and the Flinty Hills.

Gnomes have long supported their allies, standing against common threats like the Horde of Elemental Evil, Iuz, and Aerdy rule. However, they have also faced conflicts within their communities, such as during the Great Migrations, the imperial phase of Keoland, and the divisive Hateful Wars. Despite these struggles, they remain a resilient, innovative, and close-knit people, embodying a blend of curiosity, craft, and communal strength.

Rock and Wood gnomes are outlined in the 2024 Players Handbook. Deep Gnomes are outlined in Mordenkainen Presents: Monsters of the Multiverse

GOBLIN

Goblins, or *jebli* in the Flan tongue, are small, scrawny creatures about four feet tall, with faint green to orange-yellow skin, flat faces, pug noses, pointed ears, and yellow-red eyes. They have sloping foreheads, wide mouths, and arms that dangle down to their knees, giving them a clumsy, almost drunken amble. Their voices are high-pitched and screechy, matching their nasty and quarrelsome demeanour. Though they are notorious for conducting night-time raids on human and demi-human settlements in search of food, plunder, and captives, they rarely seek battle directly, preferring stealth, speed, and surprise.

Jebli are a subterranean folk, adaptable to many environments, and can be found across the Oerik in the company of their bugbear and hobgoblin kin. They tend to favour dark, enclosed spaces, ranging from natural caverns to abandoned sewers, dungeons, and even crumbling fortresses, often lurking beneath human cities or outposts. While goblins rarely construct their own buildings, they are adept miners, repurposing caves and ruins into multi-functional spaces with distinct areas for living, cooking, and sanitation. In goblin communities, the few private quarters

belong to chiefs, kings, or slaves, while the average family lives communally in a shared cavern.

Goblins share a long, complex heritage that extends back to the *Queen of Air and Darkness*, an archfey who once granted them a supernatural boon allowing them to find weak points in larger foes and evade danger with remarkable agility. Though most goblins today have forgotten this connection to the Feywild, the gift remains with them, aiding in their survival and mischief across the Material Plane. However, their history took a darker turn with the rise of the god *Maglubiyet*, a cruel and malicious deity who conquered the goblin species, drawing them into endless wars and subservience to his will. Despite this, some goblins now seek independence, escaping the influence of both gods and fey as they pursue their own destinies.

The history of the goblins is marked by hardship and conflict, yet they are known for their resilience. Over the centuries, they have suffered numerous defeats, but through cooperation and an uncanny ability to adapt, they have repeatedly rebuilt and risen against even the most formidable opponents, from orcs to fire giants. Guided by cunning leaders, they maintain a strong sense of community and survival, making them a constant and often underestimated presence across the lands of Greyhawk.

Goblin characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse with the caveat that they suffer disadvantage on Charisma-based checks in the lands of most humans and demi-humans due to being the traditional enemies of these folk. Disadvantage may not be needed in more cosmopolitan environs (DMs discretion)

GOLIATH

Goliaths of the Flanaess are towering figures, descendants of the giants and bearing clear traces of their ancestral lineage. With an average height between 7 and 8 feet and weights reaching up to 400 pounds, Goliaths display physical features that echo their giant kin, with some resembling stone giants, others fire giants, and so on. Their skin, marked by unique patterns and striations, is distinct to each individual, often displaying traits reminiscent of their specific giant ancestry. In recent years, Goliaths have displayed a remarkable boon inherited from the first giants: the ability to temporarily grow, increasing their stature and power to approach the heights of their enormous forebears.

While Goliaths draw strength from their giant lineage, they have forged a unique path, free from the conflicts and rivalries that plague giantkind. In the secluded valley of *Esmeren*, hidden deep in the Lortmils, Goliaths have formed an isolated yet thriving community with the Tallfellow halflings there. Here, Goliaths serve as hunters, miners, and occasionally sages or wizards, fostering a peaceful and balanced lifestyle dedicated to mutual respect and shared heritage. The Goliaths of Esmeren are known for their wisdom, preferring diplomacy and coexistence, yet they stand ready to defend their valley fiercely if necessary.



In the Crystalmist and Jotens mountains, Goliath clans live a more perilous existence, constantly on guard against the threat of true giants. Aligned with human hillmen, dwarves, and gnomes of the Yeomanry, these Goliath clans have become steadfast allies in protecting their lands. When *Crispin Redwell*, the former Freeholder of the Yeomanry, fell to a recent giant raid, *Vyndi Skyspear*, matriarch of the Stonewarden goliath clan of the Jotens, was elected

Freeholder and Speaker for the Yeomanry. With her leadership, the Goliaths continue to bring their ancient strength and unity to the defense of their allies, embracing their role as protectors of the realm and rising to heights that honour both their heritage and their unique destiny.

In the distant lands of Be'how, a near-mythical region in western Oerik near the "Top of the World," Goliaths hold a prominent role as the dominant species, embodying a deeply spiritual and monastic lifestyle centred around The Way, a philosophy and faith that emphasises balance, self-discipline, and unity with the natural and elemental forces of their environment. As stewards of this belief system, Goliaths in Be'how act as leaders, teachers, and guardians of The Way, guiding others in practices that blend physical prowess with spiritual enlightenment. Their reverence for balance reflects in their culture's strong emphasis on community, humility, and personal growth.

In this harsh, remote landscape, Goliaths lead a nomadic, monastic existence, cultivating a close bond with the elements and their giant heritage as they strive for personal mastery and inner peace. The Goliaths of Be'how are highly respected, and their wisdom and strength have attracted a following among diverse species in the region who seek to learn and follow The Way.

Beyond the prominent communities in the Yeomanry, Esmeren, and the storied lands of Be'how, Goliath enclaves are rumoured to exist in mountain strongholds across Oerik.

These isolated fastnesses, often nestled within high, rugged ranges, are places where Goliaths live in close harmony with the natural elements, reflecting the endurance and strength inherited from their giant ancestors. In these remote areas, Goliaths often form alliances with neighbouring communities, such as human hillfolk and dwarves, working together to defend against common threats like marauding giants and monstrous creatures.

Goliath characters can be played as outlined in the 2024 Players Handbook with the caveat that they suffer disadvantage on Charisma-based checks in the lands of most humans and demi-humans who may have cause to distrust creatures associated with true giants.



HALFLING

The halflings of the Flanaess, known by the Flan as *hobniz*, are an often-overlooked people in the tumultuous landscape of Oerik. Standing just over three feet tall, halflings have three primary subgroups: lightfoots, with ruddy faces and brown hair and eyes; stouts, slightly shorter and stockier with broad features and coarse hair; and tallfellows, taller and slimmer, often with fairer complexions (*note all three lineages of halfling use the same traits*). Most halflings have wavy or curly hair, and some, particularly stouts, grow hair on their cheeks. Though politically quiet and without their own halfling-ruled states, they play significant roles in the communities they inhabit, often integrating seamlessly while maintaining a distinct cultural identity.

Halfling society is matrilineal, with women managing finances, social affairs, and external relations, while men handle the harvest, coordinate defence, and manage trade. They live in small, linked cabins and warrens often fortified with stone walls and booby-traps in dangerous areas. Their homes are frequently built within human or demi-human settlements for mutual protection. Masterful cooks and farmers, they often trade their produce and surplus goods with allies, fostering friendly relations with other races.

Although halflings are a peaceful and festive folk, known for their hospitality and love of community gatherings, they are far from defenseless. Fiercely protective of their homes, they excel in defensive tactics, making use of their stealth to outmaneuver intruders and bandits. In times of war, they have served as scouts and guerrilla fighters, particularly in conflicts against common enemies, such as orcs in the Vesve Forest or Aerdi incursions in the Hestmark Highlands.

Though their natural tendencies lean toward peace, some halflings harbour a streak of mischief or even cruelty, taking pleasure in causing chaos—a trait seen in the few who take to adventuring as cunning rogues or explorers.

Historically, halflings have had a peaceful existence with limited territorial ambitions. They have generally preferred to coexist with other peoples, forming alliances rather than seeking sovereignty. In the early days, the halflings of Urnst stood as determined opponents to the archmage *Tzunk* from the *Isle of Woe*. Unlike their typically unassuming kin, the halflings of Urnst even organized press-gangs to recruit fellow halflings to their cause, determined to defend their land. Many halflings

then migrated to regions like Furyondy and Veluna, where they allied with Flan communities or fled to the hills to avoid human conflicts, moving where they could coexist peacefully with humans, dwarves, gnomes, and elves.

In subsequent eras, halflings found various levels of acceptance in places such as Geoff, the Duchy of Tenh, the Ulek States, and the Viceroyalty of Ferrond. However, during the heights of Keoland's and Aerdy's empires, halflings sometimes encountered bigotry. Nevertheless, with no grand political ambitions, halfling politics have remained largely local, focusing on community matters and alliances with nearby groups rather than striving for statehood. Today, halflings continue to thrive as adaptable, skilled, and community-oriented folk, contributing their unique perspectives and talents to the Flanaess without ever seeking to dominate it.

Halfling characters can be played as outlined in the 2024 Players Handbook

HALF OGRE

Half-Ogres, or “demi-eiger” among the Flan, are a rare and formidable people, primarily originating in Ull in the Baklunish lands of western Flanaess. Unique to Ull, ogres there have integrated into society, and alliances between Ulakandar humans and ogre tribes from the Ulsprue Mountains sometimes lead to familial bonds, producing half-ogre offspring. Unlike most places, Ull’s society values half-ogres as equals, recognizing their strength and resilience, which has shaped their unique role in the region.

Half-ogres are often born into demanding environments. In places where human and ogre groups coexist for practical purposes, they may be seen more as assets than individuals. Even where accepted, half-ogres are often tasked with heavy labour or protective roles, with worth measured by physical capability. Over time, these conditions foster a fierce independence, tempered by resilience and determination.

Standing between 7½ and 8 feet tall and weighing upwards of 300 pounds, half-ogres possess imposing frames that allow them to wield large weapons with ease. Their skin tones

vary in shades of brown, gray, black, or dull yellow, with some showing a hint of gray-green. They mature faster than humans, reaching adulthood around 14, though their lifespan rarely extends beyond 75 years.

Their size and strength make half-ogres ideal for martial roles, mercenary work, and other labor-intensive jobs, but also create logistical challenges. Custom-made armor and mounts suited to their bulk can be costly, and in “civilized” regions, they are often met with fear or wariness. Many gravitate toward rural areas, where they find solitude and a degree of acceptance that is often absent in crowded urban centers.

Outside Ull, half-ogres lack a homeland, and many live solitary lives. Some are raised in ogre tribes, where they can feel isolated due to their human traits; others grow up among humans, where they are sometimes viewed with suspicion. These dynamics often lead half-ogres to feel a kinship with species facing similar struggles, such as orcs, with whom they share a mutual resilience. Although their background can make them short-tempered, they are fiercely loyal to those they trust.

Many half-ogres adopt the deities of their upbringing, favouring gods of strength, war, or survival. Though they often live on society’s fringes, they uphold their own moral codes, frequently aligning with a neutral perspective. Their strength is often bartered for resources, allowing them to carve out a purpose and connections within society, albeit on its periphery.

With their natural affinity for physical prowess, half-ogres often pursue martial careers, with barbarian and fighter classes complementing their build and temperament. Few are drawn to structured paths like those of paladins or monks, though some rare individuals with a gift for magic may become sorcerers or warlocks, drawing on their unique heritage.

Beyond Ull, half-ogres are a rare sight in large numbers. In cities like Rauxes, Greyhawk, and Dyvers, or in rougher territories like the *Bandit Kingdoms*, half-ogres find work as mercenaries, bouncers, or labourers. Despite their usefulness, they are rarely accepted as full members of these



communities, often remaining on the outskirts of social acceptance. This limited inclusion can lead to a solitary existence, as half-ogres navigate life surrounded by suspicion and fear, often wrestling with a desire to prove themselves.

For those with a strong will, this journey is marked by resilience and a search for belonging. Some half-ogres turn inward, developing self-sufficiency and honing their skills to become reliable allies in battle. Others, driven by a desire for acceptance, seek out genuine friendships and alliances, proving their loyalty where they can. While true acceptance may be rare, half-ogres who endure this path embody resilience—a reminder that even the most solitary journey can lead to a hard-won place of belonging.

In Ull, half-ogres experience a unique acceptance, respected as equals rather than outsiders. This inclusivity is reflected in Ull's leadership, where a half-ogre recently challenged the current Ulakandar khan's leadership in a trial by combat—a testament to their potential when given the chance to thrive.

HALF OGRE TRAITS

As a half ogre, you have these special traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Powerful Build. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Big Hands. You can wield two-handed weapons in only one hand. You ignore the two-handed weapon property. In addition, when wielding weapons with the versatile property in one hand, you may roll the two-handed damage die instead. If you have the dual wielder feat, you gain this benefit with both hands.

Impposing Figure. You gain proficiency in the Intimidation skill. Strength is your associated ability score instead of Charisma.

Iron Stomach. A demi-eiger can consume just about anything without ill effects: Rotting food, carrion, infested food, stagnant water, etc. They are immune to all poison and disease effects from ingesting such fare.

Bend Bars/Lift Gates. Due to their great size, prestigious weight, and strength, half-ogres are “*the best darn door-openers in the whole universe. Those wimpy little kobolds clutch their ridiculous little spears and whine in unison when 7'6” of solid muscle smashes their door to splinters and walks in, and even other larger monsters have serious reservations about attacking unless they belong to the kamikaze school of combat philosophy.*”¹ You have advantage on all Strength (Athletics) checks to break open doors or similar objects or to bend or break metal bars, shackles, etc.

Because of their size and appearance, Half Ogres suffer disadvantage on Charisma-based checks when dealing with those unfamiliar with their kind. This may not be necessary in some locations including large metropolitan centers like the City of Greyhawk.

HOBGOBLIN

Hobgoblins, or *hochjebli* in the Flan tongue, are tall, powerful humanoids known for their discipline, martial prowess, and rigidly structured society. Unlike their smaller goblin cousins, hobgoblins stand straight and move with a steady, deliberate gait. With reddish-brown skin that deepens to a dark grey in old age, they have thick limbs, yellow-brown eyes, and prominent, curved ears. Hobgoblins of Oerik lack the curved noses and bright displays of colour common to hobgoblins on other worlds, instead displaying their emotional intensity through their stoic demeanour and fierce loyalty.

The hobgoblins trace their cultural origins back to the courts of the Feywild, where hobgoblins, goblins, and bugbears were once kin. The conquering god Maglubiyet drove many hobgoblins from the Feywild and reshaped them as warriors, but remnants of their fey heritage endure, particularly in the concept of reciprocity: an unspoken bond of loyalty and obligation between giver and receiver.

This principle informs much of hobgoblin society, leading to strong clan structures where loyalty to family, tribe, and nation are paramount. These ideals have flourished across Oerik, where hobgoblins maintain a single, unified culture regardless of location, from the eastern reaches to the battlegrounds of western Oerik in Pesh.

Across Oerik, hobgoblin society is rigidly hierarchical, with each clan or nation organised into sub-tribes and rigid social ranks. Within families, every hobgoblin knows their place, with no chance for upward mobility, and gender roles are strictly enforced, mirroring the social



¹ ROGER E. MOORE DRAGON #73, MAY 1983

structures of orcs. Female hobgoblins are expected to tend to domestic duties, bearing and raising children, nursing the wounded, and preparing food. The culture revolves around warfare and military discipline, and most hobgoblins of Oerik hold Maglubiyet in reverence, seeing themselves as the true heirs of his legacy, in contrast to their “lesser” goblin kin, whom they view as an inferior people placated with the oversight of *Khugorbaeyag* (q.v.).

Hobgoblins are fiercely independent, rarely taking over human or demi-human settlements. Instead, they burn down conquered settlements, salvaging only defensive structures and rebuilding in their own style. Many of their villages

and cities are constructed in rugged, mountainous terrain, or within ruins once inhabited by other humanoids. Some hobgoblin communities, like those along the Demon Wall in western Oerik, remain locked in perpetual conflict with human, demi-human, and monstrous foes, maintaining the hobgoblin legacy of combat that defines their history.

The hobgoblins preserve their martial culture through intricate epic poetry, which recounts their numerous wars and battles. These stories, long and detailed, record tactics, victories, and defeats, forming both a cultural archive and a teaching tool. Hobgoblin youth are indoctrinated with tales of clan loyalty, hatred for rival clans, and the importance of honour, preparing them for a life of conflict and discipline. Unlike other fey-descended beings, hobgoblins focus on duty and loyalty over more whimsical expressions of their heritage, valuing hard, spartan lifestyles over luxuries or even their own history outside of battle.

Hobgoblin characters can be played as outlined in Mordenkainen Presents: Monster of the Multiverse with the caveat that they suffer disadvantage on Charisma-based checks in the lands of most humans and demi-humans.

HUMAN

The human tribes of Oerik have undergone significant intermingling over the past eleven thousand years, beginning with the earliest migrations and intensifying through centuries of war. When the Flannae met the Oeridian, Suloise, and Baklunish peoples, intermarriage became widespread, resulting in a blend of human lineages in most regions. Today, only in isolated areas have ethnic groups remained “pure.” In western Oerik, for example, Suhfeng, Baklunish, Zind, and Murian peoples have blended to varying extents, while the Suloise and Zin merged to form the Sunelans. The Touv and Olman are among the few who can claim any genetic *purity*, primarily due to their geographic isolation.

In some regions, one culture or another has remained dominant, shaping the customs, taboos, and values of the people. Often (though not always) these areas have populations with largely homogeneous physical traits. In other places, families or nations identify as Suel, Flan, Oeridian, or Baklunish, even though their lineages are diverse. There are also places where multiple cultures coexist, each retaining its distinct identity, and others where these cultures have merged to form a “generic” Flanaess civilization, where people no longer exhibit the physical features or customs of any single heritage. For many individuals, aspects such as religion, guild, profession, or homeland may play a more significant role than ancestry, which they might not even know. Their values, taboos, and



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concerns are often shaped by these affiliations rather than by their ethnic background.

HUMAN TRAITS

This section covers the human ethnic groups of the Oerik.

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

STANDARD HUMAN

Pure ethnic groups are rare on the Flanaess, except perhaps in its more remote areas.

While demi-human species tend to remain relatively unmixed, humans, in their characteristic way, have intermarried extensively, especially in central regions, creating a hybrid population that now comprises a significant portion of the people. Standard human characters can be created using the usual rules, representing characters of mixed ethnicity.

Alternatively, players may choose to play characters of pure-blooded descent, as described below.

As a Standard Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice (see chapter 5). Skilled is recommended

BAKLUNISH HUMAN

The Baklunish people are known for their distinctive bronze-toned skin, dark, straight hair, and typically green or gray-green eyes. They are generally tall and lean, with high cheekbones that give them a striking appearance. Once, the Baklunish ruled a powerful empire situated west of the Crystalmist and Barrier Peaks, a civilisation that was highly influential across its territories. However, this empire was brought to ruin during the catastrophic events of the *Invoked Devastation*, to which the Baklunish responded with the *Rain of Colourless Fire*, an act of magical retaliation that annihilated the rival Suel Imperium. In the aftermath of these twin calamities, surviving Baklunish groups migrated to the fringes of their former empire, forming new societies in regions such as Ekbir, Zeif, and the lands of the Chayik and Wegwiur nomads of the northern Flanaess. Other Baklunish enclaves, like those in Risay and Komal in western Oerik, also became established. While primarily Baklunish

in culture, some groups display a mix of ancestral heritage. The Tusmites and the Ulakandar, for instance, have blended lineages, while the people of Ket exhibit a complex blend of Suel, Flan, and Oeridian traits.

The Baklunish culture has retained much of its ancient heritage and traditions. Their spiritual practices centre around the veneration of fate and elemental forces, and there is an absence of formal temples or established churches. Instead, Baklunish worship takes place in natural settings, where offerings are made under the open sky to the four principal deities—*Geshtai*, goddess of water; *Atar*, god of fire; *Suwat*, god of earth; and *Waadi*, god of air. These deities are viewed as aspects of the greater goddess *Istus*, the Lady of Fate, who oversees destiny and order. The Baklunish deities symbolise the balance of natural forces and stand against the evil spirit *Dorgha Torgu*, an entity embodying chaos and destruction. The Baklunish pantheon also includes lesser deities like *Mouqol*, god of trade and *Xan-Yae*, goddess of mysticism; and hero-gods such as *Daoud* and *Zuoken*, who represent various arts, trades, and virtues significant to Baklunish life.

One of the most important rituals in Baklunish worship is the *yazna*, a sacred meal shared with the gods. During this ceremony, participants consume *hauma*, a

hallucinogenic drink that induces visions, providing a direct sense of connection with the divine. Fire holds particular reverence in Baklunish tradition, especially in Zeif, where it represents Atar and is honoured as a holy presence. At the age of fourteen, each Baklunish individual selects a patron deity, a decision that profoundly shapes their life's purpose, actions, and moral direction. Devotion to Istus is encouraged to follow a path of truth and order, while those drawn to Dorgha Torgu may embrace a more self-serving journey. However, all Baklunish people acknowledge that good and evil coexist in the world, a balance they believe is essential to life.

Baklunish society values honour, family, generosity, and honesty. The ancient Baklunish language, preserved in religious and scholarly contexts, holds a significant repository of ancestral knowledge and cultural wisdom. The Baklunish are also recognised for their skills in astrology and their deep equestrian traditions, particularly among the Ulakandar nomads, who are known for their exceptional horsemanship. Music, dance, and trade are essential components of Baklunish life. Their clothing styles reflect



a love for vibrant patterns among settled groups, while the nomads favour practical leathers suited to travel and combat.

In addition to their cultural achievements, the Baklunish are renowned for their magical expertise, especially in elemental magic, divination, and summoning. Cooperative spell-casting is common among their clergy, particularly within the desert mystic sects, who rely on shared power to enhance their magical rituals. The Baklunish are also known for their close ties to Genie Lords, making Baklunish lands one of the most likely places to encounter powerful extraplanar beings like Djinn, Marid, Efreet, and Dao. These connections have even influenced Baklunish bloodlines, with Genasi—those touched by elemental heritage—now appearing among the Baklunish people, reflecting the integration of these magical beings into their society.

As a Baklunish Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Scholarly. You gain proficiency in History or Religion. If you gain proficiency with your selected skill from another source (class, feat, etc,) you may instead gain expertise in the skill.

Birthright. You gain one of the following bonus traits:

Baklunish Cavalry Training. You have proficiency in Animal Handling and the scimitar, shorthbow, and lance.

Elemental Attunement. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. You have advantage on all saving throws against that type of damage. In addition you have resistance to the same damage type.

FLAN HUMAN

The Flan are the earliest known human inhabitants of eastern Oerik, with a distinct appearance and culture that set them apart from other groups. They are characterised by tanned skin tones, ranging from a pale tan to a deep nut brown, with dark brown, black, or amber eyes. Their wavy or curly hair is typically brown though red and auburn are not uncommon. Many Flan, both men and women, adorn themselves with tattoos in shades of indigo or ochre, a tradition that connects them with their ancestors and the natural world. The Flan have a sturdy build, broad faces, and, among men, the tradition of wearing large, thick moustaches is common. Their strong connection to nature is central to their identity; they regard nature as a force to respect and live in harmony with, rather than control—a view reflected in their myths, legends, and a deeply rooted druidic tradition.

Historically, the Flannae, as they are also known, once wielded considerable power, with numerous kingdoms and strong societal structures. Chroniclers from the Suel and Baklunish civilisations documented their fierce warrior spirit and skills in horsemanship. The Flan society was organised around a noble class called the *tiarna*, lords who ruled over a culture highly influenced by warfare and respect for skilled



roles in battle. Blacksmiths, druids, and bards are revered figures, each contributing uniquely to both combat and cultural preservation. From the founding of *Hadaradagh*, their first city, to the last great Flan kingdom of *Ahlissa*, they established many realms, including Vecna's infamous *Empire of the Spidered Throne*. Today, elements of their heritage survive in regions such as Geoff, Tenh, highland Perreland, and the Huntinglands, where many Flan communities still reside, preserving ancient traditions.

Flan society is matrilineal, with tribes organised around kinship and family ties. When a leader dies, all descendants hold equal claim to the throne, a custom that later influenced succession practices in culturally mixed areas like the Yeomanry. Their legal code, Beoryn Law, is complex and heavily influenced by tribal identity and communal ownership principles. Justice is often served through fines—usually livestock—rather than imprisonment or physical punishment, reinforcing the community's reliance on shared resources and family ties. Flan artistry is vibrant and symbolic; intricate jewellery and artwork display interlacing patterns, spirals, and knot designs, celebrating their connection to the earth and their ancestors.

Today, the Flan primarily lead agricultural lives, farming and raising livestock, often within fortified hilltop villages. Their passion for beauty and craftsmanship is evident in their colourful clothing, particularly the great kilts worn by the *Quag Highlanders*, and in their storytelling traditions, which preserve a rich cultural history. The Flan's respect for nature extends to their approach to magic; Flan wizards typically work in harmony with nature, avoiding destructive spells, though some still explore ancient necromantic arts, viewed cautiously by the community. Their spiritual life revolves around natural deities such as Pelor, with clerics—many of

whom are druids—preserving the Flan's reverence for the land and its rhythms.

Even as the Flan integrate with other peoples, their legacy remains visible in their customs, art, and values. Isolated Flan communities retain a strong cultural identity, while more assimilated descendants preserve core elements of their heritage, such as their connection to nature, storytelling traditions, and a love for bright, primary-coloured attire. The Flan's enduring influence is woven into the cultural fabric of the regions they inhabit, a testament to their resilience and the lasting strength of their traditions.

As a Flan Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Lessons of the Land. You gain proficiency in Medicine or Survival. If you gain proficiency with your selected skill from another source (class, feat, etc.) you may instead gain expertise in the skill.

Birthright. You gain one of the following bonus traits:

Legends & Lore. You come from a long line of story tellers and keepers of the oral knowledge of the Flannae. You have proficiency in History and Religion. If you already have proficiency in your chosen skill, you instead gain expertise. You also have advantage on all Performance skill checks when performing for a majority Flan audience.

Ley Line Sensitivity. You are especially close to the land and are attuned to the mystical energy that ebbs and flows through Oerth. You gain the ability to cast the Druidcraft cantrip. In addition, you gain proficiency with the Wisdom (Nature) skill. When you spend one minute concentrating you can make Wisdom (Nature) checks with advantage.

MURIAN HUMAN

The Murians are a civilisation rooted in the blending of the *Su-oise* people—driven northward by goblinoid threats—and the coastal peoples they encountered and eventually dominated (*a proto-Baklunish culture*). Olive-skinned with an athletic, sun-tanned appearance, Murians are highly disciplined, and their society values both physical prowess and mental acuity. Men keep their beards short and hair cropped for combat, while women wear their hair long unless they are warriors, in which case they often shave their heads and darken their eyes with kohl. While most Murians have dark hair, auburn and blonde are especially prized.

Once settled, the *Su-oise* quickly adapted to the highlands of Mur, forging alliances with local centaurs and other sylvan beings and later consolidating power in city-states like Mura, Coreth, and Thefal. Over time, the Murian elite emerged, creating a hybrid culture that expanded across the coast and into the mountains, building a vast network of fortified cities. Unlike other societies, the Murian social structure is built on a large base of enslaved labour, with slaves working in agriculture, mines, and as attendants, while the free Murians engage in pursuits of military prowess, political intrigue, and exploration.

Murians worship twelve deities known as the *True Gods*, who are believed to walk among mortals in disguise. With no formal priesthood, Murians commune personally with the deity whose domain best aligns with their needs. Rare individuals, known as “*Chosen*,” claim a direct connection to one of the gods, displaying divine abilities and earning considerable respect among their people. The Murians’ warrior culture permeates all aspects of life; men and women alike undergo training from an early age and frequently serve in the military or join warrior societies. Due to the region’s warm climate, Murian warriors typically wear light linen and leather armour, carrying spears, short swords, and large shields for their coordinated combat tactics.

The Murians’ love for strength, war, and spectacle has shaped their culture’s entertainment and trade, leading them to host gladiatorial games, monster hunts, and even organize caravans to capture and transport exotic beasts from as far as Ekbir and Tianshi. The city-states are largely ruled by oligarchies, with wealthy and powerful elites holding sway, though some cities, like Coreth, have embraced democracy. Murians’ industrious, outdoor-oriented lifestyle and commitment to physical fitness are central to their identity, shaping a civilisation that balances rigorous discipline with a sense of individual connection to the gods.

As a Murian Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Philosophical. You gain proficiency with Calligrapher’s Supplies and one of the following: Arcana, Insight, History, Medicine, Nature, or Religion. If you gain proficiency with your selected skill from another source (class, feat, etc.) you may instead gain expertise in the skill.



Birthright. You gain one of the following bonus traits:

Shield Brothers/Sisters. You have mastered the Murian spear and shield fighting style. When you begin your turn within 5 feet of an ally who has also equipped a shield, you may use a bonus action to increase your and your ally's AC by 2. This increase is in effect until the beginning of your next turn or until you or your ally move beyond 5 feet of each other.

Monster Hunter. You are experienced in sizing up your prey. You gain proficiency with Nature and Survival. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities. Once you use this ability, you can't use it again until you finish a long rest.

ERIDIAN HUMAN

The Oeridians are a fair-to-olive-skinned people with varied eye colours, typically brown or gray, and hair shades from auburn and brown to darker tones. They originated in the western lands of Ull and the Plains of Ulakandar but were driven eastward by relentless conflict during the Baklunish-Suel Wars. Under leaders like *Johydee of the Aerdi* and *Arnd of Tdon*, the Oeridians began a massive migration, fighting or negotiating their way through the Flanaess. As they moved, they often displaced existing Suel and Flan rulers, establishing themselves in lowland Perrenland, Keoland, Furyondy, the Great Kingdom, and Sunndi, among other regions.

Renowned for their ambition, discipline, and military acumen, the Oeridians built a feudal society where power and social hierarchy hold great importance. Their society

transformed rapidly from tribal structures to a complex monarchical and feudal order, creating the foundations of the modern-day *Great Kingdom of Aerdy*, which eventually became the most powerful empire in the Flanaess. Their preference for order and stability has shaped the political landscape they dominate, with land and titles often redistributed to loyal Oeridian lords at the expense of the original Flan and Suel nobility. Despite their hierarchical social structure, Oeridians have shown flexibility in governance, adjusting to each region's needs and reinforcing a feudal system that enabled them to exert lasting influence.

Oeridian culture is distinctly martial, with strong values around warfare, loyalty, and personal honour. They are practical and hardworking but can be temperamental and aggressive. Combat remains a major focus, with many Oeridian spellcasters specialising in battle-oriented magic and the crafting of enchanted items for warfare. Even in peacetime, the Oeridian character is often channelled into political intrigue, with a high respect for discipline and a tendency to favour practical, results-oriented magic, including spells useful for construction and infrastructure.

Their attire, designed for ease of movement, includes short tunics, close-fitting trousers, and cloaks. Patterns like plaids and checks once symbolised clan allegiances but are now more personalised. Their characteristic short hairstyles are functional, suited to the chainmail coifs favoured in combat, while Oeridian men typically remain clean-shaven (though not always). This focus on practicality extends to every part of their lives, from their preference for efficient armour to their engagement in pursuits like hunting and sparring.

While the Oeridians have their own pantheon, their gods and traditions have merged over time with those of other cultures, creating a hybrid pantheon that includes *Heironous*, *Hextor*, *Pholtus*, and *Zilchus*, among others.

As an Oeridian Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Martial Culture. You gain proficiency with two martial weapons of your choice.

Birthright. You gain one of the following bonus traits:

Exercises of Arnd. Ages ago, the legendary Arnd of Tdon, an Oeridian general-priest, developed a set of specific physical exercises designed to maintain peak fighting efficiency. After each long rest, you may select one of the three following specific rites and can use the benefits listed. The benefit will remain in place until your next long rest.

- **Rite of Battle:** Select a weapon with which you performed the rite. You may grant yourself a +1 bonus to hit when using that weapon a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

- **Rite of Calm:** You may grant yourself a +1 bonus to any Saving Throw a number of times equal to your Proficiency

Bonus, and you regain all expended uses when you finish a Long Rest.

- **Rite of Fitness:** You gain 1d6 temporary hit points. At 3rd level this increases to 1d8 temporary hit points and at 5th level it increases to 1d12 temporary hit points.

Natural Leader. Oeridians are naturally self-confident and tend to project an air of competence and leadership. You gain proficiency in Insight and Persuasion. Once per long rest you may grant an ally advantage on a single attack roll or saving throw so long as they can see and hear you.

OLMAN HUMAN

The Olman people are marked by rich copper-brown skin, straight black hair, and dark almond-shaped eyes. Many Olman men wear tattoos that chronicle their life's major events, a practice held in high esteem. Nobles sometimes still wear traditional nose and ear rings of jade or gold, though these adornments have fallen out of favour among commoners.

Originally from Hepmonaland, the Olman were once enslaved by the reptilian *Torhoon Empire*. Their hero-god *Kulkatlan* led a rebellion that freed them, and the Olman fled north, establishing prosperous city-states before a mysterious catastrophe forced them to abandon their civilisation. Migrating across the Tilva Strait, they built a new empire, stretching over the Tilvanot Peninsula, the Amedio Jungle, and beyond. However, this powerful civilisation eventually fell due to civil war and supernatural disasters, and the Olman society shifted to a more tribal way of life. Today, the Olman are spread across the Amedio Jungle and the Olman Isles. Many on the Tilvanot Peninsula have been enslaved by the Scarlet Order, although some escaped and continue to resist their oppressors through guerilla warfare.

The ancient Olman empire was a blend of monarchy and theocracy, ruled by emperors, warlords, clerics, and astrologers. In modern times, each Olman tribe is led by a chief who is always a cleric dedicated to one of their gods. These gods are unfamiliar to most outsiders, with *Kulkatlan*, a great feathered serpent, revered as the god of freedom, sky, birds, and snakes. Other prominent gods include *Huracan*, the storm god; *Flatlan*, god of rain and rivers; and *Kakchik*, goddess of the nocturnal sky, time, and ancestral memory. *Zoztzl*, the bat-winged god of death, is feared and despised; his cult practices gruesome rituals in the ruins of ancient Olman cities, where they bring captives as sacrifices.



In daily life, Olman men hunt, conduct raids, and defend their villages, while women maintain vegetable plots, raise children, and manage diplomatic relations with nearby communities. The Olman priesthood is exclusively female, meaning that only women may lead villages. Thus, Olman society is matriarchal, and while they have little scholarly tradition in magic, sorcerers and warlocks are known among them. The Olman favour magic focused on illusion and divination, using spells that aid understanding of their surroundings and the omens of their distant gods.

Among their warriors, members of the elite *Kot* (eagle) and *Ix-Balam* (jaguar) orders are highly respected.

Their clothing, typically simple and monochrome, like loincloths or shawl-like garments, is adorned with beads, stones, feathers, bones, and jade. These decorations can be elaborate, especially on ceremonial items, such as their intricate headdresses, and reflect the Olman's appreciation for beauty and their connection to their gods. The Olman culture, resilient and resourceful, continues to embody the legacy of their ancestors through their enduring traditions, spiritual beliefs, and vibrant way of life.

As an Olman Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Children of the Forest. You gain proficiency in either Nature or Survival. If you gain proficiency with your selected skill from another source (class, feat, etc.) you may instead gain expertise in the skill.

Birthright. You gain one of the following bonus traits:

Atlan's Mark. Every inch of your skin is covered in an elaborate tattoo, a ritualistic marker of your status as chosen of the Underworld. You may add your Constitution modifier to all Death saving throws. In addition, you have resistance to necrotic damage.

Grim Determination. You are a former slave, and your body bears the scars of your past. Your experience as a slave has made you more resistant to torture and mental manipulation. You have proficiency in Insight and you have Advantage on saving throws you make to avoid or end the Frightened condition.

RHENNEE HUMAN

The Rhennee, also known as *Rhenn-folk*, are a mysterious and insular people who stand out on the Flanaess's waterways. Their skin ranges from olive to tan, their hair is often curly, black or dark brown, and they typically



have gray, blue, or hazel eyes. Short but wiry and strong, Rhennee men average around 5'6" tall, with women typically shorter. Despite their unique appearance and customs, the Rhennee are not originally from Oerth. According to their legends, they are exiles from a lost homeland called *Rhop*, having arrived near the Adri Forest centuries ago. Pursued by monsters and hostile Aerdi, the Rhennee migrated to the Nyr Dyv, the *Lake of Unknown Depths*, where they adopted a life on the water, plying the rivers and lakes of the central Flanaess.

Most Rhennee live on large, sturdy barges, averaging 60 feet long and styled similarly to junks from the Celestial Empire. These floating homes house entire families, often under the leadership of an elder who enforces traditions, settles disputes, and decides travel routes. The Rhennee are skilled in various trades, including silversmithing, haberdashery, cooking, weaving, and sail-making. Known for fortune-telling and information dealing, they earn well and display their wealth as a sign of prosperity, frequently sharing it with friends and family. Rhennee society is structured around close-knit clans led by elders who make important decisions in cryptic and symbolic ways. They resolve internal disagreements with contests and end conflicts with music, dance, and storytelling, creating a culture of strong internal bonds and swift, united responses to external threats.

While most Rhennee live a nomadic life on the water, a significant group known as the *Atloï* have taken to land,

traveling in small caravans of wagons, buying and selling goods across great distances. Although twenty percent of Rhennee now live this land-based lifestyle, most remain closely bound to their barges and the rivers, interacting minimally with outsiders. Rhennee loyalty to one another is fierce, and they will retaliate collectively if one of their own is harmed by an outsider. Their society highly respects "wise women," who serve as spiritual figures with the ability to predict the future, heal, and provide guidance through cryptic prophecy. Though they do not lead openly, wise women wield considerable influence within Rhennee society, often guiding elders and subtly shaping decisions.

The Rhennee have unique superstitions and practices. They revere ravens as symbols of the afterlife and hold strong taboos against harming them. They also employ potent curses, but only cautiously, aware that cursing the undeserving may backfire. The Rhennee have no formal gods, relying instead on their superstitions and the guidance of wise women. In cities, Rhennee generally live aboard their barges in harbour

districts, engaging in trade, fishing, and various crafts. Prejudice against their culture and traditions makes them highly insular, and they rarely marry outside their people or share their language with non-Rhennee. However, on rare occasions, outsiders who provide great service or demonstrate exceptional skill are granted honorary Rhennee status, earning trust and respect from the Rhennee community.

Rhennee can be found in places like Dyvers, Veluna, Furyondy, the County of Urnst, the Shield Lands, Perrenland, and the Free City of Greyhawk. However, they tend to keep to themselves, following numerous social taboos and customs that reinforce their cultural cohesion, independence, and unique way of life.

As an Rhennee Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Travellers. You gain proficiency with Cartographer's Tools or Navigator's Tools (your choice). You also have advantage on checks involving handling, maneuvering and caring for a barge or similar watercraft (or wagons and carts if your character is Atloï).

Birthright. You gain one of the following bonus traits:

Evil Eye: As an action, you can target a creature within 10 feet that you can see. This magical ability, which the Rhennee call the *Evil Eye*, duplicates the duration and effect of the animal friendship or charm person spell (your choice), but requires neither somatic nor material components. The spell save DC is $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$. If the target succeeds on the save, you are blinded

until the end of your next turn. Once you've used the Evil Eye, you can't use it again before finishing a short or long rest. Once a target succeeds on a saving throw against your Evil Eye, it is immune to the Evil Eye of all Rhennee for 24 hours.

Second Sight: The gift of prophecy and foresight is not unknown among the barge-folk. Your gift is true and you may cast the Augury spell once per long rest. At 5th level, you may also cast the Legend Lore spell once per long rest. Charisma is your spellcasting modifier.

SUHFENG HUMAN

The Suhfeng, or *Suh*, people are characterised by their yellow-bronze skin, black hair, and broad, almond-shaped eyes—typically brown or hazel. Hair is an essential marker of age and status. Nobles and warriors among the Suhfeng men draw their hair back into a topknot, a privilege reserved for those of higher rank. In contrast, peasant men keep their hair loose or in a queue, while women let their hair grow long, often elaborating it with headdresses that denote beauty and standing. Children's hair is often shaved except for a small lock, a tradition indicating age and gender.

The Suhfeng people originate from the ancient *Su* tribes who split over 10,000 years ago, giving rise to the *Su-ois*, who moved north and eventually formed the Murian civilization (and later the *Suel*), and the *Su-feng*, who migrated westward through the Tyurzi Mountains. This arduous journey led them to the fertile plains around the Gulf of Shanji, where they settled and expanded, driving out bakemono and their oni masters as they established small kingdoms, agnew@assumption.ca

doms. Through friendly relations with the indigenous Yokai and Spirit Folk, the Suhfeng gradually unified culturally, and their influence spread widely across western Oerik. Their territory was politically fragmented into hundreds of kingdoms, each often embroiled in warfare, creating conditions ripe for demonic interference.

In a chaotic period known as the *Demon Wars*, powerful demons manipulated Suh warlords, leading to an era dominated by demonic forces. This control over the Suhfeng was eventually broken when a group of wandering elves from the far east organized a resistance, summoning celestial forces to counter the demonic threat. After five centuries of fierce battles, the empyrean *Jiao*, son of the goddess *Jascar*, led the final push that banished the demons, creating a new alliance between celestial beings and the Suhfeng. *Jiao*, venerated as a saviour, reluctantly became the Celestial Emperor, helping the Suhfeng establish the Celestial Empire and erect the legendary Demon Wall, a mystical barrier to defend their lands from infernal return.

Under the Celestial Empire, Suhfeng society flourished, expanding south into the Vulzhari Peninsula and westward into the islands of the Pearl Sea. The Empire remains the largest civilisation on Oerik, revered for its history, culture, and stable governance. The Suhfeng culture, steeped in celestial guidance, values order, honour, and family above all

else. Suhfeng clan life is hierarchical and tightly knit, with the head of the family, or *Tai-tai*, holding absolute authority. Clan loyalty is of utmost importance, as losing one's clan equates to social exile and dishonour, leaving an individual without support or legacy.

The Suhfeng's spirituality is centred around the *Path of Enlightenment*, which venerates the Celestial Emperor and a vast array of lesser immortals in what is called the Celestial Bureaucracy. Additionally, *The Way*, an ancient spiritual path, finds strong followings in regions like Behow, Wunan, and the Ryuujin Isles. Some Suhfeng fringe groups practice demon worship, though such practices are often concealed due to social taboo.

The Suh people around the Shanji Gulf and south mostly eat rice and vegetables with meat rarely forming part of their diet. Those Suhfeng who live in the western side of the Empire tend to have more grains and meat in their diets and vast herds of cattle, sheep and goats are tended to in the western marches of the Empire. Considered unappetizing to most residents of the Flanaess, Suhfeng also eat many varieties of insects. They consume wine and beer like in the east but they also have a drink called *kumeen* made from fermented rice.

The Suhfeng have expanded beyond the Empire's borders, forming colonies and autonomous states like the warrior-led Behow and the Ryuujin Empire. This influence is visible in their unique blend of order, reverence for ancestors, and a devotion to an intricate and highly respected cultural structure that extends from family to state, embodying a timeless respect for tradition and honour.





As an Suhfeng Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Bureaucratic Familiarity. You are familiar with bureaucracy and know the most efficient method to navigate your way through various rules and regulations when seeking information or aid. You gain proficiency in Persuasion, Insight or Investigation. Once per Short Rest you may grant yourself advantage on a Persuasion, Insight or Investigation roll that involves bureaucracy, regulations or laws.

Birthright. You gain one of the following special traits

Renowned Honour. You were born into a clan renowned for its honourable nature and ways. You have advantage on Charisma and Wisdom checks when dealing with someone from western Oerik.

Educated. You were identified as a young child as having an unusual aptitude and were educated by the Celestial Bureaucracy. You gain proficiency in the Celestial language, History and Insight and you have advantage on Intelligence saving throws.

SULOISE HUMAN

The Suloise people, also called *Suel*, are distinguished by their fair complexion, with the lightest skin tones among the human groups of the Flanaess, sometimes including albino individuals. They have pale blue, violet, or grey eyes, and hair ranging from platinum blonde to strawberry blonde. Suloise features are typically narrow, with high cheekbones, lean physiques, and a mix of straight, wavy, or even kinky hair textures. They are known for their fine manual skills, especially in intricate crafts such as weaving, embroidery, and leatherworking, with Suloise fabrics highly prized across Oerth for their quality and detail.

The Suel are descended from the *Su-ois* tribes driven southward out of Mur by relentless goblinoid and oni invasions. They eventually migrated to the plains between the Sulhaut and Zahind mountains, where they established the Suel Imperium. The collapse of their empire led many Suloise refugees to scatter across the Flanaess, establishing communities from the Thillonrian Peninsula to the islands of the Lordship of the Isles. Although the Suel are renowned for their magical prowess and produced some of Oerth's most powerful mages, their reputation is also marred by cruelty. This legacy is evident in modern Suloise factions, like the Scarlet Order, which seek to reclaim lost power through covert manipulation and rigid cultural preservation. Other Suel descendants have since adopted more moderate lifestyles, though the Suloise temperament remains opinionated, proud, and sometimes impatient. While highly skilled in various fields, they tend to be argumentative and assertive, with a strong sense of ancestral loyalty.

The Suel are especially skilled in magic, often excelling in transmutation and summoning, skills honed in their ancestral Imperium. They developed planar binding spells and powerful artifacts, including the fabled *Orbs of Dragonkind*. Suel wizards are typically drawn to destructive and transformative magics, with modern-day mages such as the *Silent Ones* in Keoland upholding this tradition.

Culturally, the Suloise are family-oriented, although they define family narrowly, valuing only immediate kinship ties. Family history and ancestral pride are central to their identity, with noble families tracing their lineage directly back to the Suel Imperium. Suloise society has a passion for the arts, and they excel at crafts requiring precision, from weaving to sculpting, producing works that blend beauty with intricate details. They traditionally favour solid-coloured attire, often in one or two colours, and incorporate trinkets or family heirlooms into their clothing, which symbolize heritage and personal accomplishments.

The modern Suloise population is widespread and diverse. The purest of their descendants are the fierce barbarian North Kingdoms of the Thillonrian Peninsula, who shun magic but are known for their seafaring and raiding prowess. Suel communities in the southern Sunelan Isles and along the southeastern coast of the Flanaess are expert traders, blending maritime skills with diplomacy. Across Old Keoland and Duchy of Urnst, Suloise culture has mixed with neighboring peoples, creating a more cosmopolitan society where Suloise magic traditions are upheld through formal institutions. The jungles of Amedio and Hepmonaland are home to more isolated Suloise communities who live a tribal lifestyle disconnected from the cultural influence of the Flanaess.

Suloise religion is deeply tied to their identity, with many revering a pantheon of native gods, including Boccob, whom they claim as their own despite other cultures' differing views. This pantheon and their cultural heritage fuel the ambitions of certain Suloise factions, like the Scarlet Order, who seek to reclaim lost Suloise power across Oerth. Yet for

most modern Suloise, the qualities of resilience, adaptability, and artistic and magical skill remain the true inheritance of their storied past.

As an Suloise Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Arcane Heritage. You gain proficiency in the Arcana or History skill. If you gain proficiency with your selected skill from another source (class, feat, etc,) you may instead gain expertise in the skill.

Birthright. You gain one of the following bonus racial feats:

Pure Bloodline. Your Suel blood is particularly pure and untainted, and you can make a direct genealogical link with the glorious past of the *Suloise Imperium* and their mighty sorcerers, as well as modern-day organizations that seek a return to those bygone days of Suel glory. You gain proficiency in Intimidation. In addition, starting at 3rd level you may cast the Detect Magic spell. You regain the ability to do so when you finish a short or long rest. Intelligence is your spellcasting ability for these spells when you cast them with this trait (choose when you select this species).



Kiss of Wee Jas. You know one cantrip of your choice. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list. Intelligence is your spellcasting ability for the cantrips you cast with this trait.

SUNELAN HUMAN

The Sunelan Coast, once a southern province of the Suel Imperium, has evolved into a distinct cultural region with a unique history and identity. Originally inhabited by a mahogany-skinned people from the southern archipelago, the Sunelans were subjugated by the Suel and became the workforce for the Imperium's plantation economy. When the *Rain of Colourless Fire* destroyed the Imperium, Sunelan cities were spared, but the chaos that followed led to a violent rebellion in which the native Islanders overthrew the Suloise ruling class. Over time, the remaining Suel intermarried with the Islanders, creating a blended culture and people with brown skin, blue eyes, and a hybrid heritage that merged Suel traditions with Islander customs. Today, the lighter-skinned *Coastlanders* retain more Suel characteristics and wear traditional Suel pantaloons and blouses, while the *Islander* communities prefer their original dress of long skirts and topless attire, with reds, blacks, and blue—the latter reserved for rulers—being popular colours.

Economically, the Sunelan Coast continues its agricultural legacy, with plantations of tropical fruits, tea, and timber, much of it exported to other regions. Seafood dominates the Sunelan diet, with pigs and jungle fowl being the main domesticated meats. Politically, the Sunelan system contrasts with that of the old Suel Imperium, as they view land as sacred and under the stewardship of the gods, known as *A'kua*. Chiefs, or *Ka'hoon*, oversee the land as clerics, while the *A'li* manage it in a way reminiscent of feudal nobles, with periodic re-distribution of land based on merit or conquest.

Sunelan spiritual beliefs reflect a worldview where natural elements are imbued with divine presence, and each deity manifests in aspects of the natural world. Key deities include *Kanu*, the God of Light and Life; *Ku* and *Ko*, the war twins; *Ke-loa*, goddess of death; *Pel*, goddess of fire; and *Hiala*, god of storytelling and dance. The Sunelans are renowned for their navigation skills, sailing dual-hulled outrigger canoes across the Sunelan Archipelago and beyond. Their knowledge of currents, stars, and bird patterns has enabled them to establish far-reaching trade routes along Oerik's southern coast and, recently, with the Touv of Hepmonaland. Though they have not yet ventured to the Flanaess, Sunelan traders and explorers are well-known from the Amedio to eastern Oerik, blending seafaring commerce with a fierce tradition of piracy.

As an Sunelan Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Child of the Sea. You have a swim speed of 30 feet. In addition, you have advantage on any checks to avoid drowning.

Birthright. You gain one of the following special traits:

Seacraft. Sunelans are arguably the finest seaman and navigators on Oerth and most are raised in and on the ocean as much as they are on dry land. You are proficient with Navigator's Tools but do not need physical tools to make a skill check if you can see the sun, moon or stars. In addition, you have advantage on any skill checks to operate or maintain a seagoing vessel.

Ka'ala. The Sunelans are renowned as powerful warriors and sea raiders. They have their own style of combat and have developed a unique tradition known as *Ka-ala* that involves using gesticulations and facial expressions to unsettle and intimidate foes. You have proficiency in Intimidation. As a bonus action you may force an opponent to make a Wisdom saving throw with a DC of 10 + your Intimidation skill rating. On a failure, the opponent is frightened until the start of your next turn.

TOUV HUMAN

The Touv people are distinguished by their dark brown to ebony skin, with hair that ranges from wavy to tightly curled and typically blue eyes, from powder blue to deep navy. Their appearance varies slightly based on region, with northern Touv being average human height, while those from the southern savannas and deserts are notably taller and leaner. Touv men generally do not grow facial hair, though some subgroups can grow narrow chin beards. Traditional Touv dress includes loose vest-like shirts for sun protection, short leggings or skirts, and decorated leather shoes. Both



men and women often style their hair with metal or wooden pins, creating thick braids or tails.

The Touv have a complex language known as *Zundal*, which combines tribal dialects with unique click-like sounds that make it difficult for outsiders to learn. About 2,500 years ago, the Touv people lived as nomadic herders and small-scale farmers on the savannas and jungles of Hepmonaland. Their society eventually formed larger settlements, uniting into the *Great Kundali* nation under the leadership of *Onatal*, a powerful female warrior-magician who unified the tribes into a prosperous nation. The Touv society is egalitarian, with both men and women contributing equally across professions, including governance and military roles. However, priesthood is gender-specific, with male priests serving male deities and female priests serving goddesses.

Great Kundali expanded its territory over time, eventually clashing with the *Torhoon*, reptilian overlords of the northern jungles. Despite their initial inexperience with jungle warfare, the Touv's superior metalworking skills and familiarity with steel allowed them to push back the *Torhoon*, who were also weakened by battles with the Olman to the north. This victory left Great Kundali with fortified northern borders and a period of peace that fostered the growth of magical knowledge and advancements in transmutation magic. Today, the *Azandes College* in Great Kundali is highly respected for its magical research and library, with its technomancers recently developing airships, enabling famous explorers like *Zakn Boku* to venture beyond Hepmonaland.

The Touv pantheon includes numerous gods and spirits, with a belief that each natural element or landmark is divinely inhabited. Their main deities include *Meyanok*, the serpent god of death; *Breeka*, the goddess of life; *Katay*, the god of time; *Berna*, the goddess of passion; *Xanag*, the god of steel-making; and *Lodot*, the god of magic and the unknown. Their religious practices are deeply woven into daily life, and priests, known as *Bakoor* for male deities and *Bakoora* for female deities, serve as both spiritual and community leaders.

The Touv have traditionally lived in relative isolation from other species, interacting mainly with hostile non-humans like troglodytes, gnolls, and sahuagin. More recently, Sunelan traders from the distant Sunelan Coast have established a trade network with independent Touv communities along the western coast of Hepmonaland, bringing foodstuffs and luxury items in exchange for ivory, jade, and exotic wildlife. Despite this contact, the Touv are still largely insular, with a rich and unique culture that values tradition, exploration, and a profound connection to their land and deities.

As an Touv Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Learned. Nearly all Touv are educated from a very young age. You are proficient with one of the following skills: Arcana, History, Medicine, Religion. If you gain proficiency with your selected skill from another source (class, feat,

etc,) you may instead gain expertise in the skill. You have advantage on any rolls using these skills as they relate to Touv culture, history and traditions.

Birthright. You gain one of the following special traits:

Fated. Fate and your ancestors smile upon you. You place great trust in Fate to deliver you from danger. Instead of 3, you receive 4 death saving throws when brought to 0 hit points. In addition, if you would normally die from taking massive damage, you instead receive one death saving throw. If successful, you are stabilized but unconscious. If the death save fails, you die.

Fearlessness. You have trained yourself to show no fear, even in the most terrifying of circumstances. You have Advantage on saving throws you make to avoid or end the Frightened condition.

ZAHIND HUMAN

The Zahind are a human people descended from the ancient progenitor *Zin* tribe, which fled the realm of Old Zarum thousands of years ago. They are related to the Sunelan and Touv peoples and possibly share ancestral ties with the Baklunish. The Zahind inhabit a region bearing their name, which spans a large section of southern-central Oerik, bordered by the Zahind and Tyurzi Mountains to the north and the Vogun Sea to the south. Zahind have dusky skin with a coppery hue, and their hair is typically fine, straight, and black, though auburn is not unheard of. Their eyes are usually dark, but rare individuals possess yellow eyes with cat-like pupils, marking them as “beast-blooded” and suggesting possible Yokai lineage within their ancestry.

Zahind men are known for their elaborate beards, said to rival those of the Flanaess dwarves in splendour. In the city of Changol, it is customary for Zahind to refrain from cutting their hair from the age of fourteen. Both men and women observe this tradition, with men wearing their long hair bound in ornate turbans. Elsewhere, Zahind men and women tend to keep their hair around shoulder length, although some choose different styles based on local customs.

Zahind society is highly structured, with a strict hierarchy defined by well-established castes. At the top is the *Raj*, or sovereign, who exists outside and above the caste system. Below the *Raj* is the *Bramnas* caste, comprising priests and religious officials. This caste includes several sub-groups,



and its members, in addition to performing religious functions, are also responsible for upholding justice and serving as magistrates. While the *Bramnas* caste is barred from holding political power, it is highly influential as advisors in the various Zahind kingdoms and city-states.

The next caste, the *Satra*, is composed of warriors. This caste has two distinct divisions: the senior tier, exclusively made up of elite Dragonborn warriors, and the subordinate tier, consisting of soldiers from other races. Below the *Satra* is the *Vanas* caste, the mercantile class responsible for trade and commerce. The *Sudas* caste includes most other professions essential to maintaining Zahind civilisation, such as farmers, craftsmen, sailors, and government officials.

Beneath these groups are the *Pani*, or “*The Invisible*.” This caste is unique, comprising a criminal class of thieves who are considered essential to the Cosmic Wheel. Members of the *Pani* caste are largely ignored by society; although they can be apprehended or killed if caught in the act, they are not pursued or punished if they succeed in their theft. However, the *Pani* are denied any support from the rest of Zahind society—even the sale of food by farmers is forbidden to them.

Finally, there are the *Matawalli*, or “*outsiders*,” encompassing all those outside the caste system, including non-humans and foreigners. This group has no legal rights in Zahind lands, and visitors should note that “*matawalli*” translates to “*enslaveable*” in the Zahind language. Nonetheless, foreign diplomats and visitors are generally treated with hospitality and respect in practice.

The Zahind are deeply religious, worshipping a pantheon said to include over a thousand deities. This pantheon is as hierarchical as Zahind society, with a supreme deity, the tiger god *Rajanash*, ruling as king. Beneath him is his enforcer, the dragon god *Safeer*, and *Ganara*, the elephant god who serves as *Rajanash*'s advisor. Together, these three form the ruling triad of the Zahind gods. Beneath them lies a complex network of deities, demi-gods, and hero-gods, each with unique domains and influences. Popular among them are *Sinda*, the avenging god of war; *Ganapati*, the monkey god of mischief and riddles; and *Sivatna*, the shark god of rain and the sea. Many of the Zahind gods possess animal aspects, a characteristic scholars believe dates back to their Zarumite origins.

The Zahind people practice daily rituals to honour their gods, incorporating meditation and other spiritual exercises. Meditation is taught to all Zahind children as a way to focus the mind and cultivate inner peace. Many also practice *Yun*, a series of intricate poses and exercises that aid meditation and are said to prepare the soul for its journey along the *Cosmic Wheel*. Their religious practices reflect a profound respect for the divine, shaping a way of life deeply intertwined with their beliefs and traditions.

As an Zahind Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Yun Practitioner. With disciplined training in the ancient art of *Yun* practitioners can steady their minds and bodies even under intense pressure. You may use your reaction to give yourself advantage on a concentration check.

Birthright. You gain one of the following special traits:

Cosmopolitan. The Zahind lands are a crossroads of Oerik connecting the Sunelan Coast with the Suhfeng lands to the west and the Baklunish lands to the north. As a result most Zahind are exposed to a variety of other species and cultures on a daily basis. You gain proficiency in two languages of your choice. In addition you gain proficiency in one of either Deception or Persuasion. If you gain proficiency with your

selected skill from another source (class, feat, etc,) you may instead gain expertise in the skill.

Karma's Blessing. You carry the Zahindian belief that good deeds return tenfold, and fate repays one's actions. When you make a successful attack roll, skill check, or saving throw, you may grant an ally within 10 feet of you advantage on their next roll. Once you use this feature, you cannot do so again until you finish a short or long rest.

KENKU

Kenkus are humanoid yet unmistakably avian in origin, bearing many characteristics reminiscent of large birds. Standing around 5 feet tall, they have lightweight, partially hollow bones, making them surprisingly light at an average weight of just 75 pounds. Their most distinctive feature is their head, closely resembling that of a large raven or crow, with keen black eyes and a short, curved beak. Although wingless, Kenkus possess slender arms ending in strong claws and walk on taloned feet, which prevents them from wearing standard shoes or boots, including magical footwear, unless specially crafted for taloned wearers.

Hatched from large eggs, young Kenkus are covered in a soft down of dark feathers, typically a glossy black, though certain individuals may have rare variations in feather colour. While Kenkus are not native to the Flanaess, their origins are well known; they come from the cities of western Oerik, where they are a highly urbanised people, thriving amidst the dense marketplaces, alleys, and towers of their homeland. A group are known to have migrated eastwards, with some settling in the Yatil Mountains after following trade caravans through Baklunish lands.

Despite their limited numbers in the Flanaess, they are now well established in regions like Perrenland, Highfolk and one family group have made the City of Greyhawk their home.

Kenku characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse. They may find themselves suffering disadvantage on Charisma-based checks when appropriate (DM's discretion)





KOBOLD

Kobolds are a small folk with dog-like, vaguely draconic features and rough, scaly skin in rusty-brown or rusty-black hues. They have reddish eyes, small tan to white horns, and long, rat-like tails that twitch in a furtive manner. Known for their pungent scent, reminiscent of stagnant water, kobolds skitter about like rodents or insects, communicating in loud, shrill voices that often remind listeners of nails scraping on slate. Even smaller than goblins, kobolds harbour a deep-seated resentment, always feeling outmatched by larger species.

In the old Flan tongue, kobolds are known as *celbit*. They are scavengers and hunters who frequently walk a fine line between provoking other races into a fight and then retreating from more powerful foes. They have a particular animosity toward gnomes, with whom they share a fierce and longstanding rivalry due to their similar preference for underground burrows, caves, and other secluded spaces. Kobolds covet the intricate burrows that gnomes create, viewing them as ideal dwellings and frequently attempting to take over these spaces if they manage to drive the gnomes out. This competition has fostered a deep animosity, leading to near-constant skirmishes whenever kobolds and gnomes share the same regions, each race vying for dominance over the underground realms. Kobolds also occasionally raid human and elven settlements, but their deepest hatred is reserved for gnomes and other fey creatures of Oerik, such as pixies, sprites, and brownies.

Kobolds prefer to live in abandoned homes of defeated enemies, with conquered gnome burrows being their favourite. When such dwellings are unavailable, they make do with underground caverns, fetid swamps, or damp forests. In civilised lands, celbit are more nuisance than true threat, but their sneakiness and skill at evading direct confrontation make them particularly troublesome for local militias and patrols. They are highly adept at living near human

settlements, raiding and stealing from them while avoiding full conflict.

Wherever kobolds settle, they fill their territory with an impressive array of traps, snares, spiked pits, rigged crossbows, and countless other deadly devices. Their traps are legendary, reducing even the most fearless adventurers to cautious, sometimes humiliated victims. Kobolds take great pride in these defences, surrounding their lairs with elaborate contraptions designed to protect their territory and deter intruders. If they must carve out their own homes, they construct a winding network of narrow tunnels, with each family claiming its own private space. Communal areas, such as kitchens, latrines, and even torture dens, are shared by the community, while individual families guard their collection of eggs within their hovels. As their families grow, kobolds are always expanding their dwellings, adding new tunnels to accommodate their increasing numbers.

Kobold characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse. However, due to their traditional enmity with humans and other races, kobolds suffer disadvantage on Charisma-based checks in unfamiliar civilised lands, making them both a unique and challenging choice for role-playing

LIZARDFOLK

Lizardfolk, known as *Sessek* to the Flan, are tall, powerfully built humanoids with a striking resemblance to a mix between a human and a lizard. Standing between six and seven feet in height, they possess long, muscular tails measuring about three to four feet, clawed hands, and strong, tooth-filled jaws. Their scales come in shades of grey, green, or brown, providing natural camouflage in their marshy habitats. Typically, Lizardfolk weigh between 200 and 250 pounds, with physiques built for survival in harsh environments.

Lizardfolk communities are most commonly found in temperate marshes, swamps, and tropical jungles. Though only moderate swimmers, they are also known to inhabit underwater cave systems and can often be seen moving through marshy landscapes with ease. Their societies are primarily patriarchal, with leadership typically falling to the strongest member of the group. Shamans, while influential as counsellors and spiritual guides, do not usually hold positions of direct authority. Survival is the driving force for all Lizardfolk, and their culture is adapted to withstand the challenges of their natural environment.

Lizardfolk tribes are most commonly encountered in the Gnatmarsh, where they are particularly skilled in trap-making and poison use, as well as in the Hool Marshes, the Mistmarsh, the Rushmoors, and the Vast Swamp. They are also present in significant numbers in the dense jungles of the Amedio and the rainforests of Hepmonaland. Some sages even put forward the provocative hypothesis that these people may once have possessed a highly advanced civilisation of their own, though this theory is widely

dismissed. In the western lands of Wunan, a unique variant of Lizardfolk known as the *Sobeki* can be found, especially in the Miasmin Marsh. Sobeki resemble alligators or crocodiles rather than typical lizards and are known for their adaptability to the swampy regions they call home.

In the eyes of most civilised folk, Lizardfolk are often regarded as little more than mindless savages. However, there are regions in the Flanaess where human or demi-human villages coexist peacefully with Lizardfolk tribes. In some areas, these alliances have even grown into relationships of mutual respect and cooperation, demonstrating that Lizardfolk are far more complex than many assume.

Lizardfolk characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse. However, due to their appearance, they suffer disadvantage on Charisma-based checks in unfamiliar civilised lands.

MINOTAUR

Minotaurs are the descendants of humanoids transformed by demonic rituals conducted by cults dedicated to the Abyss during the ancient *Demon Wars* of western Oerik. Many were brought into the world of Oerth under the command of the demon lord *Baphomet* to serve in his armies, fighting alongside other fiendish forces against the celestial host. Because of this origin, minotaurs are widely regarded by humans and demi-humans as “*mindless monsters*” and are feared across all lands save perhaps Mur.

In the final days of the Demon Wars, after the creation of the Dragonborn helped shift the balance in favour of the celestial forces, a number of powerful celestials managed to capture some minotaurs. Through arcane rituals known only to those of the upper planes, these celestials purified the minotaurs, casting out the Abyssal taint. Freed from their former allegiance to Baphomet, these newly transformed beings joined the celestial ranks, fighting against their demonic kin.

Unlike their Abyss-tainted counterparts, the playable Minotaur species are slightly smaller, standing between 6 and 7 feet tall. Despite their reduced stature, they remain formidable warriors. Following the Demon Wars, many minotaurs chose to remain within the Celestial Empire, where they serve proudly in its military forces. Others, still bearing traces of a chaotic spirit, have ventured beyond the Empire’s borders. Many have travelled north to Pesh, continuing the fight against demons and hostile humanoids, while others have journeyed further to Mur, where they are commonly found in gladiatorial pits or among the ranks of elite monster hunters.

Minotaurs are rarely seen in the Flanaess, though they occasionally appear in Baklunish lands, where they are viewed with curiosity and, sometimes, wary respect.

Minotaur characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse. However, due to their appearance, they suffer disadvantage on Charisma-based checks in unfamiliar civilised lands.



MINGLING

Minglings, sometime derisively referred to as “*mongrelmen*”, are hybrid humanoids known for their patchwork appearance and complex ancestry. Due to their mixed heritage, they are often shunned and frequently enslaved, but they survive these hardships through tolerance and teamwork.

Minglings vary greatly in appearance, standing between 4 and 6½ feet tall and weighing 95 to 230 pounds. Their skin tones range from pale to dark, and hair colours include black, brown, and sometimes bone-white. Their eyes change from dark in shadow to light in daylight, and they may have wide ears, broad noses, or heavy jaws. Due to their lineage, they may also exhibit features from various species, such as a dwarven build, gith noses, or aarakocra feathers, making them recognisable as minglings rather than any single species. Their ancestry traces to numerous species, including humans, dwarves, elves, goblins, and even more unusual creatures like bullywugs and dragons. Minglings are typically viable and fertile, with their children inheriting similar mixed traits.

Most minglings live secluded lives in hidden caves, away from civilisation. Their survival skills are formidable, allowing them to endure in the dangerous *UnderOerth*, where they are often captured for enslavement. On the surface, minglings prefer the anonymity of slums or sewers, though rural communities near trade routes also exist. For many, survival alone is an accomplishment, and they endure hardship with humility and patience.

Minglings have an eye for beauty, recognising their own often grotesque appearance without bitterness. Among their own kind, even mild compliments on appearance are cherished, and loose, hooded robes are commonly worn to conceal their faces. Minglings are also skilled in camouflage, using mud, leaves, and other materials to blend into their surroundings, a skill that helps them avoid danger.

Each mingling has a “*true name*,” usually an animal sound, used within their community, and a “*slave name*” given by outsiders, which they accept without protest. Their songs and music are a blend of animal sounds, grunts, and howls, with vocal mimicry being an important art in their culture.

Minglings are omnivorous, growing fruits and vegetables, and raising domestic game, though many can survive on a vegetarian diet if needed. Their deity, *Meriadár*, embodies patience, tolerance, and the arts. He sends omens through moments of inspiration and urges minglings to seek understanding and harmony with others, representing the potential of a mixed society. For minglings, beauty and resilience are prized, and survival remains their most profound accomplishment.



MINGLING TRAITS

As an mingling, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Instinctive Camouflage. Minglings have an instinctive knack for blending in with their surroundings. As a bonus action, you can cover yourself in nearby materials (such as mud, leaves, or debris) to gain advantage on Dexterity (Stealth) checks for 1 minute. Once you use this trait, you cannot use it again until you finish a short or long rest.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Tough as Nails. You have advantage on saving throws against poison, resistance to poison damage, and you are immune to disease.

Adaptive Physique. Your varied heritage has granted you a unique bodily form. Roll once on the Mingling Bodily Form table at right

Due to their bizarre and often offputting appearance, and their nature as outsiders among humans and demi-humans, they suffer disadvantage on Charisma-based checks in unfamiliar civilised lands.

NEZUMI

The Nezumi, often derisively called “ratlings,” are a species of bipedal, rat-like humanoids, created long ago through ancient Suel magical experimentation. Abandoned by their Suel creators, who deemed them a failure, the Nezumi have since adapted to a harsh and unforgiving existence. These resilient survivalists developed in Zahind but have spread widely across Oerik over the centuries, navigating unforgiving environments and thriving in lands filled with deadly predators. Shunned by most civilised societies, Nezumi primarily occupy the fringes, from the Celestial Imperium to the Sunelan Coast. Though rarely seen in the eastern lands of the Flanaess, they are known to exist in hidden pockets, notably the Free City of Greehawk, Radigast City, Leukish, Dyvers and other major urban center near the Nyr Dyv and there is a known hive in the Baklunish city of Ekbir as well. Because of their reclusive nature, few people realise that Nezumi may be living secretly within their own communities, usually unseen and unnoticed.

Physically, Nezumi resemble humanoid rats, standing upright though they are shorter than most humans, standing only $3\frac{1}{2}$ to 4 feet tall. They have long snouts, pink ears, and prominent incisors, and their bodies are covered in rough fur ranging from white and grey to brown and black. Some Nezumi have solid coats, while others display distinctive patterns that often run through family lines, creating identifying clan markers. Their hands are five-fingered with opposable thumbs and sharp claws, making them skilled climbers and foragers. Nezumi tails are mostly hairless and share the same pinkish colour as their ears and palms, while their legs, bent like those of a rat, end in three-toed feet.

Nezumi culture is rooted in their struggle for survival. Living in harsh environments and rejected by most societies, Nezumi have forged a way of life defined by independence, resourcefulness, and communal loyalty. Each member of Nezumi society plays a role in supporting the group’s survival, honing skills in foraging, trap-making, and stealth from a young age. Hunting and gathering are communal efforts, and the Nezumi are masters of scavenging and creating makeshift tools from materials at hand. They take pride in their ingenuity, finding ways to endure where others might struggle.

Nezumi clans are led by the eldest or most experienced members, who guide younger Nezumi with survival

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MINGLING BODILY FORM TABLE

d10	Trait
1	Amphibious. You can breath air and water.
2	Leas & Bounds. As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
3	Bite. You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals $1d6 +$ your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.
4	Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
5	Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
6	Small and Nimble. You can move through the space of any creature that is of a size larger than yours and you can attempt to hide even when you are obscured only by a creature that is at least one size larger than you. (must select size small at character creation)
7	Darkvision. You have darkvision out to a range of 60 feet.
8	Natural Armor. You have tough, scaly skin. When you aren’t wearing armor, your AC is $13 +$ your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield’s benefits apply as normal while you use your natural armor.
9	Inherited Instincts. The diverse bloodlines of Minglings grant them unique insights. Once per short rest, you can give yourself advantage on an attack roll, ability check, or saving throw. This feature represents an instinctive memory surfacing to guide you in a moment of need.
10	Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

strategies and practical wisdom. Shamans or spirit-touched elders also play an important role, passing down knowledge of weather patterns, the land, and methods for dealing with dangerous creatures. Respect for experience is central to their culture, as they view survival in their challenging world as a testament to strength and resilience.

Due to constant threats from predators and hostile neighbours, Nezumi settlements are designed for defence and mobility. They often live in temporary camps or hidden villages, concealed within caves, dense foliage, or hollowed trees, and surrounded by traps and alarms made from natural materials. When facing conflict, Nezumi prefer evasion to direct confrontation, using their understanding



of terrain to escape danger or ambush enemies only when absolutely necessary.

Nezumi society values stealth, discretion, and a keen awareness of the natural world. Their storytelling reflects the harshness of their existence, with tales of cunning and survival that celebrate their ingenuity. Nezumi art is functional rather than decorative, with tools and carvings made to serve a practical purpose or to commemorate an escape or victory over a foe.

Among themselves, Nezumi are warm, humorous, and deeply loyal. They find joy in small comforts, shared food, and rare moments of relaxation. Despite being rejected by most of the world, they take pride in their identity, seeing themselves as ultimate survivors—creatures who thrive where others falter. For the Nezumi, survival is more than a necessity; it is a shared pride and a cultural ideal that unites them as a people.

NEZUMI TRAITS

As an nezumi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Darkvision. Accustomed to the darkest night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Survival Instincts. Having adapted to harsh environments, Nezumi are highly resourceful. You gain proficiency in either Survival or Stealth. Additionally, you have advantage on Constitution saving throws against exhaustion from harsh environments, such as extreme heat or cold.

Scavenger's Resilience. Nezumi are well-adapted to enduring tough conditions and low-quality food sources. You have advantage on saving throws against poison, and you can digest spoiled or otherwise unpleasant food without risking illness.

Scurry. In times of danger, Nezumi are quick to evade threats. Once per long rest, you may take the Disengage action as a bonus action. If used, this action also grants you an additional 10 feet of movement for that turn.

Nezumi characters suffer disadvantage on Charisma-based checks in unfamiliar civilised lands because well... let's be honest, most people are not big fans of rats.

ORC

Orcs, or *euroz* as they are known in the Flan tongue, are divided into two dominant cultural factions in the world of Oerik: the aggressive and war-driven orcs of eastern Flanaess and the more integrated, resilient orcs of western Flanaess, and beyond, particularly in the Baklunish lands. This division reflects both Gruumsh's lingering influence and the evolving identity of orcish societies in different regions.

In the eastern Flanaess, orcs remain devoted followers of Gruumsh, their warlike god who drives them relentlessly toward conquest and violence. This strain of orc has plagued the Flanaess for centuries, known for their fierce tribal rivalries, bestial habits, and unquenchable thirst for battle. These orcs are feared by all, from the elven realms to human kingdoms, for their unpredictable raids and incursions. Little interested in diplomacy or cooperation, they are prone to in-fighting unless united by an especially strong or ruthless leader. Life in these tribes is a brutal cycle of survival, with orcs constantly seeking new lands to raid, enemies to fight, and wealth to plunder. They live in crude settlements—forests, swamps, and mountainous warrens—and have a reputation for overtaking conquered castles, dungeons, and ruins, turning these places into fearsome fortresses. The infamous city of *Garel Enkdal*, located in the Griff Mountains

near Stonehold, is one of the largest of these orc strongholds, built into a cavernous network deep within the mountain.

The orcs of the western Flanaess and the Baklunish lands, however, embody a very different philosophy. While their ancestors may have once revered Gruumsh, these orcs have turned away from the god of slaughter, embracing instead a culture focused on endurance, determination, and personal strength—both physical and of character. Orcs in these regions have gradually integrated with the Baklunish society and are seen as valued members of communities, rather than feared raiders. Their martial prowess is respected and utilised in the elite *Eurozary Corps* of the Zeifan army, where they serve with honour, discipline, and pride, fighting not as isolated mercenaries but as a formal part of the military structure. Their culture emphasises personal honour and discipline, values that align well with Baklunish traditions of resilience and strength. These orcs are highly loyal to their commanders and the Baklunish state, a stark contrast to the undisciplined chaos typical of eastern orcish tribes.

Though the orcs of the western Flanaess are still physically recognisable as orcs, with tall, powerfully built forms and a rugged appearance, they are culturally distinct from their eastern counterparts. Their communities are organised around principles of mutual support, loyalty, and collective strength, and they are generally accepted as citizens in the Baklunish lands, respected for their contributions to both society and the military.

The eastern orcs remain a formidable and aggressive force in Flanaess, having served as mercenaries in wars and conflicts for centuries. From the infamous *Turmoil Between Crowns*, where House Naelax of the Great Kingdom employed them, to their enlistment by Iuz, the Horned Society, the Scarlet Order, and the forces of Elemental Evil, eastern orcs have established a reputation as ruthless fighters. However, their



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loyalty is often conditional, and they have been known to switch allegiances when it serves their own interests. Despite their reputation as “*mindless killing machines*,” orcs across the Flanaess have proven themselves capable of loyalty and discipline when aligned with powerful, unifying leaders.

Orc characters can be played as outlined in 2024 Players Handbook. However, due to their historic reputaion on the Flanaess, orcs in that region suffer disadvantage on Charisma-based checks in unfamiliar civilised lands.

SHIFTER

Shifters, or “*weretouched*,” are humanoids with a bestial aspect, descendants of those touched by lycanthropy. Unlike true lycanthropes, Shifters cannot fully change shape, but they can temporarily enhance their animalistic traits by entering a state known as shifting. During this state, Shifters draw on the instincts and strengths inherited from their lycanthropic ancestry, momentarily amplifying their senses, agility, or physical prowess.

Physically, Shifters resemble humans in height and build but tend to be leaner, more agile, and distinctly bestial in appearance. Their features have an animalistic cast, with large eyes, pointed ears, and prominent canine teeth. They often grow fur-like hair over much of their bodies, with variations in colour and pattern that may hint at their particular lycanthropic lineage. Even at their most feral, however, Shifters remain clearly recognisable as distinct from fully transformed lycanthropes.

Shifters are particularly common among the nomadic tribes of the Chakyik and Wegwiur in the northern steppes of the Flanaess. Among these cultures, lycanthropy is revered rather than feared, viewed as a gift that connects the bearer to the natural world and the spirits of powerful beasts. Shifters within these tribes are often held in high regard, seen as blessed with ancestral strength and endurance. The Chakyik, for instance, value those with tiger-like traits, while the Wegwiur respect those who show signs of wolf ancestry. For these nomads, Shifters embody the protective, loyal, and untamed qualities of their animal spirits.

While Shifters can be found elsewhere in Oerik, they are relatively rare outside the nomadic lands. Those who do travel beyond their tribal homelands sometimes find acceptance among communities with an affinity for nature or among certain warrior societies that value their physical abilities and ferocity in battle. However, in more civilised regions, Shifters are often misunderstood and may face prejudice due to their animalistic appearance and perceived connection to lycanthropy. As a result, many Shifters living outside the tribes conceal their nature, hiding their heritage to avoid suspicion.

Each Shifter’s abilities often reflect a particular type of lycanthropic ancestor, allowing them to tap into unique Shifting traits based on their lineage. A Shifter’s animal ancestry could influence their abilities in different ways, such as heightened senses for those descended from wolves,



powerful claws for those with bear lineage, or increased agility for those with cat ancestry. These features allow Shifters to blend aspects of their bestial lineage into their daily lives, granting them resilience, perception, and physical strength that others lack.

Shifter characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse. Due to their animalistic appearance and perceived connection to lycanthropy they suffer disadvantage on Charisma-based checks in unfamiliar civilised lands.

SKULK

“So-Karan”, a crude adaptation of the Ancient Suel words for “dagger” and “slave,” is an apt name for the Skulks—a species created through dark Suel sorcery. Skulks are the result of arcane experiments conducted by Suloise wizards on their own people—perhaps willing, perhaps not—in the turbulent years before the *Rain of Colourless Fire*. Although no records of their creation have survived, scholars agree that Skulks were likely engineered by priests of Syrul, the goddess of lies, treachery, and deceit, with the goal of creating spies and infiltrators for the Empire during its final desperate conflicts with the Baklunish.

A few Skulks managed to escape the devastation that consumed the Suel Empire, either by leaving on missions against the Baklunish or sensing the impending catastrophe. Disguised among human refugees, they traveled across Oerik and beyond, blending into new societies with unsettling ease. Today, Skulks are found across the world, their presence concealed within the societies they inhabit. Their talent for mimicry allows them to infiltrate nearly any social circle, making them exceptionally difficult to detect.

In their natural form, Skulks appear as genderless, grey-skinned humanoids with nearly featureless faces. Their pale blue eyes bulge without visible pupils, and their skin is an albino white, giving them a ghostly, almost unnatural appearance. They lack hair and have pointed ears reminiscent of elves. Skulks are fundamentally shapechangers; they can alter their appearance to match that of any humanoid whose place they wish to assume. However, their transformations are limited to basic forms—they cannot replicate extreme physical features like additional limbs, wings, or gills. Minor alterations, such as adding claws, fangs, or webbed fingers, are within their power, but they must remain recognisable as humanoid.

Skulks today live “stolen lives.” When they encounter someone whose appearance or station appeals to them, they use their mental powers to study their target, learning as much as they can about the person’s life, mannerisms, and speech. Once they have gathered sufficient knowledge,

Skulks inclined toward evil will eliminate the target and assume their place. A good or neutral-aligned Skulk might approach mimicry with a careful and ethical mindset. They may choose to mimic others only with consent or adopt the appearance of the deceased, thereby avoiding harm to the living. Often, they limit their shapeshifting to temporary disguises, using it solely to gather information or help others in immediate danger, without committing to a lasting deception. Some may even develop their own stable persona, allowing them to interact openly with society without stealing identities. In cases where impersonation seems necessary, a Skulk of strong moral character might choose to mimic only corrupt individuals, using this ability to expose wrongdoing or protect the vulnerable, ultimately ensuring their powers serve a greater good.

Skulks have no society of their own; instead, they integrate into existing human, demi-human, or advanced humanoid communities, most often seeking positions of relative wealth, comfort, or influence. While they prefer human societies, Skulks are equally capable of blending into other cultures if it suits their interests. Although Skulks can adopt either gender, they are inherently genderless. In a female form, a Skulk can become pregnant, and the child will always be born a Skulk, whom the parent will carefully raise and secretly train in the arts of mimicry and survival.

Uniquely, Skulks possess an instinctual ability to recognise one another. However, this recognition does not foster camaraderie; Skulks will neither aid nor hinder each other unless it directly benefits them. They are solitary by nature, their existence defined by deception and solitude, moving through the world as individuals with no allegiance except to their own survival.



Skulk characters can be played as Changelings outlined in Mordenkainen Presents: Monsters of the Multiverse. However, unlike the fey-touched Changelings of that book, a Skulk's traits are a testament to the enduring legacy of the Suel's dark experiments and their twisted influence on the world that endures long after their empire's fall.

SPIRIT FOLK

Spirit folk are descendants of humans and various nature-bound fey spirits, embodying a mystical connection to the natural world. Common in the Celestial Empire and western Oerik, they are also found to a lesser extent across the continent. Spirit folk are known for their calm, serene nature, seeming at peace with the world and deeply attuned to their surroundings. Unlike some other species with fey ancestry, they rarely desire to manipulate the natural or spirit realms with magic; instead, they embody a love of life that many humans can only admire.

Spirit folk appear as humans, typically resembling the local population with subtle yet distinctive features: they have slender eyes, small mouths, thin eyebrows, and complexions ranging from pale to golden. They lack facial and body hair but possess thick, luxurious hair on their heads. Many Spirit folk come close to embodying their society's ideal of human beauty, with an elegance that hints at their otherworldly heritage.

Despite their fey ancestry, Spirit folk often live integrated into human societies. In the Celestial Empire, for instance, they are accepted as equals and respected members of human communities, even when their lineage is known. Spirit folk usually belong to human clans and have familial ties with humans, though they remain spiritually connected to the natural world and never feel entirely at ease in

mundane village life. To humans, Spirit folk may appear wise, spiritually inclined, or slightly eccentric, but are rarely suspected of being anything other than human.

Spirit folk thus embody the essence of nature in diverse forms, each subtype reflecting a different aspect of the natural world. They are at peace in human society, yet they are ever drawn to the places where their spirit lineage resonates most strongly. With their connection to nature and the spirit world, Spirit folk bridge the human and fey realms, bringing wisdom and calm to the communities they join.

BAMBOO SPIRIT FOLK

These Spirit folk are connected to forests and can move through woodland without leaving a trail, understand the languages of forest animals, and blend magically into the greenery. They are resistant to magic involving earth or wood, and their lives are often bound to specific sacred groves, with any harm to these groves directly affecting them.

MOUNTAIN SPIRIT FOLK

Tied to mountainous regions, Mountain Spirit folk can see in the dark at great distances and have a natural ability to communicate with animals. They are strong, sturdy, and at home in rugged terrain, often acting as protectors of mountain paths and highlands.

RIVER SPIRIT FOLK

Spirit folk connected to rivers and streams, these individuals can breathe underwater and speak with aquatic animals. They are particularly common along major rivers and waterways in western Oerik, where they protect freshwater sources and watch over river-based communities.

SPIRIT FOLK TRAITS

As a Spirit Folk, you have the following traits.

Creature Type. You are a Fey.

Size. You are Medium or Small. You choose the size when you select this species.

Speed. Your walking speed is 30 feet.

As a Spirit Folk you have these social traits.

Fey Ancestry. Due to their spirit lineage, Spirit folk have advantage on saving throws against being charmed, and magic can't put them to sleep.

Spirit Folk Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Spirit Folk Lineages table below. You gain the additional benefit of that lineage.

Tranquil Presence. Spirit folk exude an aura of calm that can affect those around them. They can use their action to grant allies within 10 feet advantage on Wisdom saving throws for 1 minute. Once this ability is used, it cannot be used again until the Spirit folk completes a short or long rest.

TABAXI

The origin of the Tabaxi is a mystery steeped in legend, with theories divided between two competing tales. In the Zahind region, Tabaxi are widely believed to be the result of ancient Suel sorcery. According to Zahindi lore, powerful Suel mages once used arcane rituals to fuse humans with animal spirits, creating beings of feline grace and strength—creatures the Zahindi called Tabaxi. This legend suggests that the Tabaxi were designed to serve as spies, scouts, or even warriors for the Suel Imperium as it expanded southward. Many Tabaxi in Zahind still uphold this story of their origins, embracing it as a mark of pride that ties them to Zahind's ancient, mystical history.

However, Tabaxi outside of Zahind often hold a very different belief. Across eastern Oerik, many Tabaxi are convinced they are creations of the enigmatic being known as the *Cat Lord*. To them, the Cat Lord's influence is visible in their innate curiosity, agility, and independence, traits which mark them as his chosen children. These Tabaxi view themselves as part of a broader tapestry of feline creatures the Cat Lord has woven throughout the planes. They point to the Cat Lord's well-known portfolio of creations: the mysterious Displacer Beasts, the riddle-loving Sphinxes, and even beings like the Rakshasa, whom he allegedly created during a "holiday" in the Nine Hells to bring a dash of mischief into the infernal realms.

The Cat Lord is known to experiment with both the mundane and the mystical, resulting in creatures as varied as house cats, lions, were-tigers, and even exotic hybrids like the Dragonne. Those Tabaxi who revere the Cat Lord see themselves as part of his divine family, imbued with a hint of his boundless creativity and chaotic joy. They believe their love of exploration and adventure is an inheritance from him, as well as their ability to thrive in any environment—from the Celestial Imperium to the untamed wilds of Hepmonaland.

Tabaxi are relatively common in Zahind, where their unique history is widely known and accepted. Outside of Zahind,



however, Tabaxi are rare, with only scattered populations and isolated individuals found across Oerik. The *Balam*, or jaguar-like Tabaxi, are known to inhabit the dense Amedio Jungle, while the variety known as *Rakasta*—somewhat resembling domestic house cats, caracals or servals—can be found scattered throughout Oerik, often adapting to local ways. Tabaxi are solitary by nature and, regardless of their subtype, typically live within other societies rather than forming communities of their own. Their independence and penchant for wandering mean they blend seamlessly into diverse cultures, each Tabaxi living as a reflection of their unique origins.

Tabaxi characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse.

SPIRIT FOLK LINEAGES

LINEAGE	CHANGED TRAITS
Forest	<p>Speech of Beast and Leaf. You can speak telepathically to any forest animal you can see, provided the creature is within a number of feet of you equal to 10 times your level. When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it. You have advantage on all Charisma checks you make to influence them.</p> <p>Vanish in the Woods. You can take the Hide action while only lightly obscured if you are in a natural environment.</p>
Mountain	<p>Stone Walker. You can move across difficult terrain made of stone without expending extra movement.</p> <p>Mountain Born. You have resistance to cold damage. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, and have advantage on Constitution checks to avoid Exhaustion caused by extreme cold or frigid water.</p>
River	<p>Amphibious. You can breathe both air and fresh water and you have a swim speed of 30 feet.</p> <p>Control Water. You can cast the <i>Shape Water</i> cantrip at will.</p>



TIEFLING

On Oerth, Tieflings bear only faint and concealable traces of their fiendish heritage, displaying minor traits such as small horns (*concealable under hair or cap*), sharp teeth or claws (*that can be filed down*), unusual eye colours, cat-like pupils (*hoods*), or occasionally a faintly unsettling odour (*perfume, lots of perfume*). These subtle features allow most Tieflings to pass as human or demi-human, sparing them the panic and hostility they might inspire with the more overt fiendish appearance common in other realms. Unlike orcs or ogres, whose appearances are well-known in Greyhawk, a traditionally fiendish-looking Tiefling—with bright skin, prominent horns, and a tail—are perceived as openly demonic on most of Oerik, risking a dangerous reaction from onlookers.

Tieflings in the Flanaess are never born from Tiefling parents; rather, they emerge as spontaneous mutations within human families, often due to a distant fiendish ancestor whose influence surfaces generations later. This fiendish lineage reflects one of three distinct legacies—*Abyssal*, *Chthonic*, or *Infernal*—each subtly influencing the Tiefling’s appearance and abilities. However, in the Flanaess, these physical traits are minimal, allowing Tieflings to conceal their heritage and live in human society when necessary. The Tiefling’s heritage calls to them, yet many choose to either embrace or reject the darker urges tied to their ancestry.

Tieflings with an Abyssal legacy are touched by chaotic or destructive fiends from the Abyss or Pandemonium. Their traits include slightly sharp or tusk-like teeth, a faint smoky or musky scent, or slight patches of coarse hair resembling a demon’s fur. These Tieflings may be more common in western Oerik, near regions once devastated by the ancient Demon Wars, yet even here their fiendish characteristics remain subtle. Tieflings of this sort could have the essence of Zugtmoy or a Balor within them.

The Chthonic legacy produces Tieflings with an eerie, often “unwell” appearance, suggesting ties to realms of decay like Hades or Carceri. These Tieflings may exhibit a gaunt or fatigued look, a cadaverous pallor, or an unearthly beauty reminiscent of a succubus or night hag. Others have strange eyes or a shadowed, frail appearance, evoking a sense of deathly power and melancholy. Despite their eerie looks, these traits are subdued enough to be masked, and their rare presence in the Flanaess marks them as enigmatic figures. Tieflings of this sort could have the essence of Anthraxus, or a seductive Night Hag within them.

Infernal Tieflings, connected to the Nine Hells and Acheron, display classic devilish characteristics in a subtle form. They may have faintly golden eyes, a slight sulphurous scent, or minuscule, easily hidden horns. Typically linked to devils and lawful fiends, these Tieflings are most often found in places of devilish influence, such as the Great Kingdom, where

INCORPORATING 2024 TIEFLINGS IN GREYHAWK

For Dungeon Masters working with players who wish to use the 2024 Player’s Handbook version of Tieflings in a Greyhawk campaign, it’s important to set expectations about the challenges their character might face. As these Tieflings display overtly fiendish traits—horns, tails, crazy technicolour skin tones—they would be met with fear, terror, or outright hostility in most lands across the Flanaess. Outside of the most evil-aligned regions, such Tieflings would suffer disadvantage on Charisma-based checks when interacting with others, as their appearance is likely to inspire panic or aggression. That’s if the Tiefling is even able to interact with the locals at all; it’s just as likely they’ll flee or fight!

If a player insists on using a fully fiendish Tiefling, DMs can help integrate them by establishing their origins in Pesh, a desolate wasteland in western Oerik shaped by the ancient Demon Wars. In this setting, the Tiefling’s lineage would be a direct result of the fiendish influences left by those wars, and their appearance would mark them as a descendant of Pesh’s dark legacy. Raised in the demon-tainted lands of Pesh, they are familiar with fiendish traits and demon-haunted landscapes, carrying both the strength and the stigma of their bloodline.

By grounding their character in the setting’s lore and acknowledging the inherent social risks, players can bring this 2024-style Tiefling to life in Greyhawk while respecting the flavour and atmosphere of the world.

members of the ruling class are rumoured to have dabbled in infernal pacts. Tieflings of this sort could have the essence of Zariel or a Pit Fiend within them.

The Flanaess is a challenging land for Tieflings, who often hide their fiendish traits to avoid persecution or violence. In good or neutral territories, the risk of being discovered as a Tiefling is high, and many take steps to blend in—wearing gloves, covering their horns, or filing down sharp teeth. In darker lands, such as the Great Kingdom, Tieflings may live more openly, with both Abyssal and Infernal Tieflings among the ever-warring nobility.

Many Tieflings on Oerik are drawn to the path of the Warlock, with fiendish ancestors eager for new connections to Oerth. Those in tune with their dark lineage often find the Warlock’s pact a natural extension of their heritage. Yet, despite their complex origins, each Tiefling is free to choose their fate, whether embracing or resisting the fiendish power within. Their subtle appearance and personal autonomy allow them to navigate the complex world of the Flanaess, where even a whisper of infernal blood can invoke both fear and fascination.

With the above noted changes to their physical appearances, Tiefling characters can be played as outlined in 2024 Players Handbook.

TORTLE

On Oerik, Tortles are primarily found in the Ataphad Archipelago, a group of islands scattered across the Dramidj Ocean. Here, they inhabit a world rich with oceanic trade, connecting with Baklunish merchants from Ekbir and engaging in commerce with the underwater Triton and Sea Elf nation rumored to reside beneath the ocean's depths.

Tortles are a distinctive sight with their upright, ponderous gait, leathery reptilian skin, and massive shells covering most of their bodies. Only their heads and limbs extend beyond the shell, which serves as both protection and a home they carry on their backs. Tortles are not natural swimmers and, rather than diving into the depths, prefer to float on the surface and paddle along slowly. Though clumsy in the water, they can hold their breath for up to 1 hour, and their natural buoyancy aids them in traversing muddy or swampy terrain with ease.

Born near sandy coastlines, Tortles lead lives that many would consider adventurous. As soon as they can walk, young Tortles are drawn to explore, becoming nomadic survivalists eager to test their skills, experience new wonders, and make acquaintances across the wilderness. Tortles hatch from thick-shelled eggs and spend the early weeks of life crawling on all fours, under the care of their elderly, near-death parents who spend their final days sharing stories and wisdom. By the end of their first year, young Tortles become orphans but are equipped to survive on their own, inheriting tools, weapons, and small treasures their parents leave behind. Each young Tortle eventually departs, seeking a corner of the wilderness in which to hone their skills and forge their unique path.

Spiritually, Tortles don't have a unified pantheon but gravitate toward deities of travel, the sun, and the natural world. They revere *Celestian*, *Fharlanghn*, *Pelor*, *Pholtus*, and with the advent of arrival of several Oeridian missionaries in the Ataphads recently, *Cuthbert*, finding guidance in the tenets of these gods as they journey across their island homeland and beyond.

Tortle characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse.

VANARA

The Vanara are a race of monkey-like humanoids known for their brave hearts, boundless curiosity, and playful nature. According to legend, they were created by powerful Suel mages, yet they have since carved out a quiet existence in the deep forests and high mountains of Zahind. Vanara villages blend seamlessly into their surroundings, built with minimal impact on nature. Living in loose clans, Vanara do not track kinship; rather, "clan" is a flexible term reflecting mutual respect and cooperation rather than bloodlines. They survive primarily by hunting and gathering, rarely disturbing the land with agriculture. Preferring their own society, they avoid other species and rarely seek out contact.

To other races, Vanara can seem both endearing and exasperating. They are insatiably curious, always asking questions (including bluntly personal ones), picking up objects to examine, and exploring spaces humans might consider private or off-limits. This lack of restraint is paired with a blunt honesty; Vanara rarely soften their words, speaking their minds openly, whether offering a compliment or a critique. Despite these sometimes irksome qualities, their sincerity, loyalty, and courage shine through, endearing them to those who know them well.

Vanara hold deep reverence for nature spirits. They honour spirits of the sun, towering mountains, ancient forests, and vast rivers, expressing their devotion through daily prayers, songs, and rituals. Their faith is personal, and each Vanara's bond with the natural world feels almost familial. They have a particular fondness for humans, whom they regard with both admiration and quiet amusement, noting the humans' structured ways and willingness to submit to powerful figures, including the nagas and tabaxi who hold sway in Zahind.

Standing between $4^{1/2}$ and $5^{1/2}$ feet tall and weighing around 90 to 140 pounds, Vanara possess slender builds suited for climbing and agility. Their close connection to nature, combined with their brave and inquisitive spirits, makes the Vanara a unique presence within the rugged landscapes of Zahind.



VANARA TRAITS

As an Vanara, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

As a Vanara you have these social traits.

Agile Climber. You are exceptionally adept at climbing. You have proficiency in the Athletics skill, and you can move across difficult terrain caused by thick foliage, vines, or tree roots without expending extra movement.

Brave. You have advantage on saving throws against spells and effects that attempt to frighten you.

Playful Acrobatics. Vanara are nimble and enjoy moving gracefully through their environment. When you use the Dash action, you can move through the space of creatures up to one size larger or smaller than you without expending additional movement, reflecting your ability to slip and weave through crowded areas.

Prehensile Tail. You can use your tail to hold objects no larger than half a cubic foot, weighing no more than 5 lbs. + 1 pound per point above 10 in Strength. You cannot wield a weapon or shield with your tail. You have advantage on Dexterity (acrobatics) checks while you aren't holding an object with your tail.

YOKAI

Yokai are an enigmatic species of intelligent shape-shifters, bridging the worlds of humans and animals with a fey-born lineage. Each Yokai is tied to a distinct animal, with that ancestry influencing their appearance, instincts, and behaviours. Commonly found on the fringes of the Celestial Empire in western Oerik and Zahind, Yokai often live solitary, introspective lives. They are skilled at blending into human society in their human forms, though they often prefer to live near the wilderness, where they can retreat into solitude or roam freely in animal form.

All Yokai begin life as ordinary animals, displaying the behaviors, instincts, and appearance of their chosen species.

Over time, however, these animals develop the ability to assume a human form while carrying some subtle traits of their animal nature.

For example, a fox Yokai might possess red-tinged hair and sharp, cunning eyes, while a tortoise Yokai could

have a deliberate, patient way of speaking. These animal traits remain with Yokai for life, and their personalities often align with their animal lineage: a raven Yokai might be clever and drawn to shiny objects, while a monkey Yokai is likely curious and sociable.

Yokai possess a third, hybrid form that combines both human and animal characteristics. In this form, they display a unique mix of features—fur, feathers, or scales covering their limbs, or animal-like ears and tails—while retaining their humanoid shape.

Though this hybrid form does not provide any additional abilities over their human form, it serves as a symbolic expression

of their nature, allowing them to show trust or to reflect their dual heritage. This blending of forms adds an element of role-playing depth, enabling Yokai to express a nuanced connection to both the human and animal aspects of themselves.

Unlike lycanthropes, who are often feared for their aggressive, uncontrollable transformations, Yokai are peaceful and reserved, rarely seeking conflict. Their bond to the Feywild has cultivated a serene outlook, and they value loyalty, kindness, and personal freedom. They reveal their true nature only to those they deeply trust, and once they have welcomed someone into their circle, they form lifelong bonds of friendship and loyalty. Legends speak of Yokai who have risked everything to protect the few friends they make, and tales of Yokai sacrifices and bravery are woven into the lore of many lands.

In animal form, Yokai are almost indistinguishable from ordinary animals, blending seamlessly into the wilderness. Only careful observation might reveal their intelligence, as they move with purpose, react thoughtfully, or display





unusual curiosity. Their ability to assume animal form has enabled them to elude detection for centuries, and it is said that Yokai once played pivotal roles as spies, guardians, and hidden sages for early human settlements in Zahind and the Celestial Empire. Though the full history of their race is cloaked in mystery, Yokai are believed to hold ancient ties to the land and its spirits, making them natural protectors of sacred groves, hidden valleys, and untouched forests.

In human form, Yokai look like ordinary humans, though subtle hints of their animal lineage remain. A sparrow Yokai might have a narrow face and a darting gaze, while a bear Yokai could display a broad build and thick, coarse hair. These subtle animal traits often contribute to their mystique and may spark superstitions among those who live nearby. Yet, for all their shifting forms, Yokai maintain a deep sense of self, finding harmony in both human and animal worlds. With a life shaped by nature, lore, and a bond to both the wilderness and humanity, Yokai embody a balance that few others can claim.

YOKAI TRAITS

As an Yokai, you have the following traits.

Creature Type. You are a Fey.

Size. You are Medium or Small. You choose the size when you select this species.

Speed. Your walking speed is 30 feet.

As a Yokai you have these social traits.

Beast Tongue. While you are in animal form, you can communicate with beasts and fey creatures that share your animal form or a form closely related (*for example, a cat Yokai can communicate with a panther*). In human form, you can understand beasts and fey creatures that share your animal

form or a form closely related to it, but you can't directly communicate with them.

Keen Senses. Yokai have sharp senses linked to their animal lineage. You have advantage on Wisdom (Perception) checks that rely on sight, smell, or hearing.

Shapechanger. Yokai are natural shapechangers. Determine from what lineage of Yokai you are descended from by rolling or selecting one of the beast from the 2024 Players handbook found on the *Yokai Lineage Table*. As an action, you can change your form into the type of beast you selected. When you transform, you assume the beast form's hit points and hit dice. Upon reverting to your normal form, you return to the number of hit points you had prior to transforming. However, if you revert because you dropped to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point remaining, you revert and take 9 damage. As long as this excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. While in animal form, you can't cast spells or perform any actions requiring hands, and your ability to speak is limited by the animal's capabilities. Transforming doesn't interrupt your concentration on a spell you've already cast, however. In animal form, you cannot use class abilities, and your Strength, Dexterity, and Constitution scores are replaced by the beast's scores, though your Intelligence, Wisdom, and Charisma scores remain the same.

You can also shift into a hybrid form as an action, which combines features of both your human and animal forms.

YOKAI LINEAGE TABLE

d10	Trait
1	Ape
2	Dolphin/Seal
3	Bat
4	Rat/Mouse
5	Sparrow
6	House Cat/Bobcat/Serval
7	Hare/Rabbit
8	Elk/Deer/Antelope
9	Frog/Toad
10	Venomous Snake
11	Hawk/Falcon/Osprey
12	Heron
13	Wolf
14	Badger
15	Owl
16	Jackal
17	Fox
18	Boar
19	Raven/Crow
20	Weasel/Ferret

In hybrid form, you retain the same Attribute scores as in your human form and maintain full access to any abilities that require hands or speech. This form allows you to express your dual nature without any mechanical benefits, blending human and animal traits in a unique and personal way.

YUAN-TI

Yuan-ti were originally human, transformed into serpent folk through ancient, dark rituals. These rites, conducted in ages past, were intended to reshape their bodies and souls to gain power and transcend human limitations. While many yuan-ti were corrupted fully by these rites, becoming cold-blooded and monstrous, others developed a subtler blend of human and serpentine traits, emerging as a distinct people that mixes both human intelligence and cunning with serpentine resilience. This new lineage, known as the *Pure-bloods*, retained enough human features to blend with society, yet they are unmistakably marked by their ophidian heritage. They dwell in the steaming jungles across Oerik, from Vulzhar in the west, through Zahind and along the Sunelan coasts, to the dense depths of the Amedio Jungle. With an unwavering loyalty to their dark god Sarthis—who may be an aspect of Tharizdun—the yuan-ti are driven by intelligence and malice, always scheming to advance their secretive agendas.

Pure-bloods, who make up the yuan-ti player characters, display a variety of minor serpentine characteristics—perhaps a forked tongue, slit-pupiled eyes, patches of scaly skin, or a snakelike nose. This allows them to pass as human in many situations, though those observant enough may notice these telltale signs. The ancient rituals that created the yuan-ti also bestowed upon them a supernatural resilience, granting Pure-bloods resistance to magic and poisons. These powers and physical traits make them excellent spies, diplomats, and artisans within yuan-ti society, where their ability to infiltrate and manipulate is highly valued.

Yuan-ti society consists of three primary castes, each displaying varying degrees of serpentine features. The aforementioned *Pure-bloods*, the most human-like, can often pass for human. These yuan-ti serve as spies, artisans, and diplomats, adept at infiltration and subterfuge. *Malisons*, are humanoid but display more prominent snakelike features, such as a snake's head, a cobra-like hood, or serpentine tails instead of legs. Malisons serve as warriors, guards, and enforcers, upholding the yuan-ti's internal order. *Abominations* are nearly all snake, with only a few humanoid traits like arms or a humanoid face, and are typically the most powerful and revered. They serve as high priests, generals, and philosophers, forming the upper echelons of yuan-ti society and leading their ritualistic worship and strategic plans. Status in yuan-ti society increases with the degree of serpentine features, which are seen as signs of divine favour. Beneath the three castes are slaves, often captives from other species, used for labour and sacrifices to their dark deity.

Yuan-ti reproduction is both ritualistic and practical, reflecting their cold pragmatism. They are oviparous, with females laying clutches of 3–6 eggs every few months. Most eggs remain unfertilized and are consumed as a delicacy by the high priest and their inner circle—a practice forbidden to lower castes. Fertilized eggs hatch after about 60 months, though the young are prone to severe birth defects, with nearly a third not surviving infancy due to the prevalence of unstable mutations. The yuan-ti do not practice infanticide; the young are simply left to survive or perish naturally. Once hatched, yuan-ti young are raised communally, with little to no interaction with their birth parents, and are carefully bred to maintain a balance among the castes.

Yuan-ti cultural practices extend to their appearance and habitat, as their scaly bodies range in colour and patterns, often with greens, browns, and sometimes striking blues or reds with diamond, swirl, or stripe patterns. These colours often denote lineage and caste, with certain patterns even tied to specific temples or sects. Yuan-ti have a particular fascination with selective breeding, much like the Scarlet Brotherhood, aiming to increase intelligence and physical resilience within their species and to preserve their caste system's structure.

The yuan-ti hold significant influence in *Semut-Hue*, a shadowy nation in western Oerik where their presence is deeply ingrained in both society and governance. In Semut-Hue, the yuan-ti openly dominate political and religious institutions, manipulating human populations with a combination of terror and dark allure. The rulers of Semut-Hue are abominations and high priests devoted to Sarthis, ensuring that yuan-ti values of secrecy, cunning, and reverence for serpentine power pervade every level of the nation. This dominance has allowed Semut-Hue to serve as a base for yuan-ti expansion and influence, casting a long shadow over neighbouring lands and supporting the spread of yuan-ti influence through subtle manipulation, espionage, and occasional military excursions.

In the Flanaess, yuan-ti are known to inhabit the Hool Marshes, where they maintain isolated enclaves and hidden temples. From the cover of the swamps, they launch covert operations, influencing trade routes and using local lizardfolk and other swamp creatures as unwitting pawns in their schemes. Similarly, in northern Hepmonaland, yuan-ti settlements are hidden deep within tropical jungles, where they have established temples and breeding grounds far from prying eyes. Through these scattered strongholds, the yuan-ti of Oerik work tirelessly to achieve Sarthis's vision of a world gradually brought under the dark embrace of their serpentine god. Rumours persist of yuan-ti spies across Oerik, with some even suggesting they operate in major cities under assumed identities, quietly influencing trade, politics, and religion to further their shadowy goals.

Yuan-ti characters can be played as outlined in Mordenkainen Presents: Monsters of the Multiverse..



CHAPTER 4

EQUIPMENT



WHILE THE 2024 PLAYERS HANDBOOK provides a good basic selection of gear, weapons and armour for adventurers to choose from, many items players of older generations might remember are absent. In many cases, the selection of weapons has been simplified.

While the weapons and armour presented in the 2024 *Players Handbook* can be used as described in that tome, the following variant weapons, armour, and optional properties, are intended to cover some items that lost their functionality due to the rules changes of 5th edition. The rules are very general, and try to follow the pattern of the game; the main intention is to offer an alternative more in keeping with the feel of older editions.

WEAPONS

Aklys. The aklys is a hooked throwing club with a 20-foot-long cord, usually of woven leather. Some aklyses have holes drilled through them and whistle when flung. You can retrieve the aklys after throwing it as a bonus action. The hook allows you to make trip attacks at range with advantage.

Atlatl. The *atlatl* is a tool that uses leverage to achieve greater velocity in dart-throwing. It consists of a shaft with a cup or a spur at the end that supports and propels the butt of the dart. The atlatl is held in one hand, gripped near the end farthest from the cup. The dart is thrown by the action of the upper arm and wrist. The throwing arm together with the atlatl acts as a lever. The spear-thrower is a low-mass, fast-moving extension of the throwing arm, increasing the length of the lever. This extra length allows the thrower to impart force to the dart over a longer distance, thus imparting more energy and ultimately higher speeds.



Arming Sword. The most common sword across most of the Flanaess sometimes known as a knightly sword. It is a straight, double-edged weapon with a single-handed, cruciform hilt and a blade length of about 28 to 31 inches (70 to 80 centimetres). Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it. *Note: This is what was called a longsword in 1e. (see Bladed Weapons graphic #12)*

Bagh-nakh. Bagh-nakh, otherwise known as *tiger claws* (in the Baklunish West) or *nekode* (in western Oerik), are straps or gloves fitted with spikes, around four to five attached to a metal crossbar, with a ring at each end. This bar is connected along the wearer's palm and back of hand by a metal strip that is attached to another bracelet-type bar that go around the wearer's wrist. The claws are situated in such a way that they emerge between a wearer's fingers whenever they make a fist and are generally wielded like a pair of brass knuckles.

Bola. The bola was historically used by Bwan dwur (jungle dwarves) tribes to hunt ostriches. It consists of two or three weighted and/or spiked balls connected by a light barbed chain or cord. The bola is thrown at an opponent's legs in such a manner that the victim (if the weapon hits) must succeed on a DC 15 Dexterity saving throw. On a failed save the target falls prone and is grappled. The target may attempt to break free at the start of their turn with a successful DC 13 Strength saving throw.

Boomerang. The most marvellous accomplishment in weaponry by the early Touv people of Hepmonaland is the boomerang. A specially curved and aerodynamically contoured piece of wood, the boomerang—when properly thrown—will return to the thrower if it fails to hit its target.

Brass Knuckles. Found across nearly all cultures in one form or another, brass knuckles increase the damage done by your unarmed attacks. Brass knuckles, or knuckledusters, are pieces of metal shaped to fit around the knuckles. Designed to preserve and concentrate a punch's force by directing it toward a harder and smaller contact area, they result in increased tissue disruption, including an increased likelihood of fracturing the victim's bones on impact. The extended and rounded palm grip also spreads across the attacker's palm the counter-force that would otherwise be absorbed primarily by the attacker's fingers, reducing the likelihood of damage to the attacker's fingers.

NEW WEAPON MASTERY PROPERTIES

Dismount

You have advantage when attempting to dismount an opponent using this weapon.

Return

This weapon returns to your hand after being thrown.

Tangle

If you hit a creature with this weapon, you can force the creature to make a Dexterity saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature's speed is reduced to 0 and they have the Grappled condition.



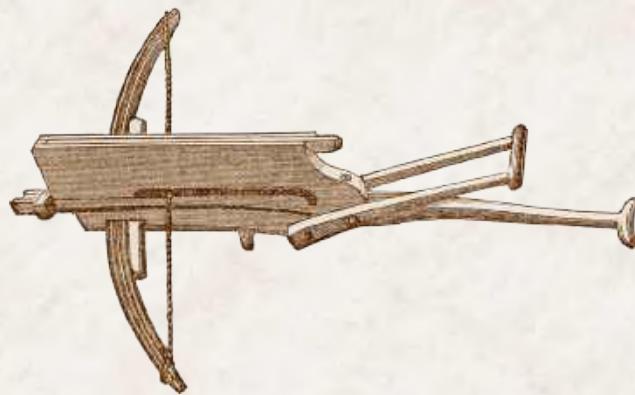
Broadsword. This one-handed, double-edged sword is characterised by a basket-shaped guard that protects the hand. The broadsword is a cut and thrust sword which finds the most use among the Quag highlanders of Perrenland, Ket, Highfolk and the Vesve and Bramblewood forests. This sword contrasts with the rapier, the thrust-oriented sword most often worn by civilian adventurers of all types across the Flanaess and beyond. Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it. (see *Bladed Weapons* graphic #10)

Buckler. A buckler is a small shield, up to 18 in (45 cm) in diameter, gripped in the fist with a central handle behind the boss. Its size makes it poor protection against missile weapons (e.g., arrows) but useful in deflecting the blow of an opponent's weapons, binding his arms or hindering his movements. A buckler provides a +1 to AC when equipped. It can be used to attack doing either bludgeoning or piercing damage depending on whether or not it is spiked.

Butterfly Sword. The butterfly sword is a short *dao*, or single-edged sword, from the southern Celestial Empire and its tributary states, though it can also be found further north and even as far away as the Zahind states. The blade of a butterfly sword is roughly as long as a human forearm, which allows easy concealment inside loose sleeves or boots, and allows greater maneuverability when spinning and rotating during close-quarters fighting. Butterfly swords are usually wielded in pairs. A pair of swords will often be carried side by side within the same scabbard, so as to give the appearance of a single weapon. Proficiency with a

shortsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Chakram. The chakram is a metal disc, 9 to 12 inches in diameter and about 1 inch thick at the center, with sharpened edges. It is typically used as a thrown weapon but is sturdy enough to be used to slash in melee combat.



Crossbow, repeating. The *Cho-ku-no* is a repeating crossbow used exclusively in the Celestial Empire. A "clip" atop the bow holds up to 6 bolts at a time and gives the ability to fire the weapon twice as one Attack action. The crossbow's "clip" requires an action to reload and can be fitted with normal light crossbow bolts.

Cutlass. A cutlass is a short, broad slashing sword, with a straight or slightly curved blade sharpened on the cutting edge, and a hilt often featuring a solid cupped or basket-shaped guard. It is a common naval weapon found throughout the Azure Sea and similar swords can also be found among Sunelan mariners. Proficiency with a scimitar allows you to add your proficiency bonus to the attack roll for any attack you make with it. (see *Bladed Weapons* graphic #4)

Discus. The discus is a Murian thrown weapon used primarily by Monster Hunters in the wastelands of Pesh. It is a disc about 9 inches in diameter and 1^{3/4} inches thick at its centre. It is made of hardened wood with a smooth metal rim and small, circular brass plates set flush into its sides. It is heavy for a thrown weapon and the wielder typically builds up centrifugal force by making several quick spins before launching the discus much like a human sling.



SIMPLE MELEE WEAPONS

Weapon	Damage	Properties	Mastery	Weight	Cost
Brass Knuckles	Unarmed + 1d4 bludgeoning*	Light	Topple	1 lb.	2 gp
Butterfly Sword	1d6 slashing	Finesse, Light	Nick	1.5 lbs.	8 gp
Falchion	1d6 slashing	Finesse, Light	Nick	2 lbs.	7 gp
Gaff	1d6 piercing	—	Slow	2 lbs.	1 gp
Garotte	n/a*	Finesse, Light	Special	0.5 lb.	1 sp
Guisarme	1d10 slashing	Heavy, Reach, Two-Handed	Dismount	5 lbs.	10 gp
Harpoon	1d8 piercing*	Thrown (range 20/60)	Tangle	3 lbs.	3 gp
Hora	Unarmed +1d4 slashing*	Light, Finesse	Nick	1 lb.	6 gp
Jambiya	1d4 slashing	Finesse, Light	Nick	1 lb.	10 gp
Kama	1d4 slashing	Finesse, Light	Slow	1 lb.	3 gp
Patu	1d6 bludgeoning	—	Slow	5 lbs.	3 gp
Sai	1d4 piercing*	Finesse, Light	Vex	1 lb.	10 gp
Siangham	1d4 piercing	Light	Nick	1 lb.	3 gp
Tanto	1d4 slashing	Finesse, Light	Nick	1 lb.	10 gp
Tetsubo	1d10 bludgeoning	Heavy, Two-Handed	Push	10 lbs.	2 sp
Tonfa	1d4 bludgeoning	Finesse, Light	Sap	1 lb.	2 gp

SIMPLE RANGED WEAPONS

Weapon	Damage	Properties	Mastery	Weight	Cost
Bola	1 bludgeoning	Light, Thrown (range 30/60)	Tangle	1. lb.	1 gp
Boomerang	1d4 bludgeoning	Light, Thrown (range 30/90)	Return	0.5 lb.	1 sp
Chakram	1d4 slashing	Light, Thrown (range 30/90)	Graze	0.5 lb.	2 gp
Discus	1d6 bludgeoning	Thrown (range 30/60)	Sap	1.5 lbs.	1 gp
N'zana	1d8 piercing	Thrown (range 20/40)	Slow	2 lbs.	2 gp

Estoc. An estoc is a sword about as long as a longsword, but designed exclusively for thrusting attacks. Its “blade” is steel spike with a triangular, square, or hexagonal cross-section. Like the longsword, an estoc can be used one, or two-handed.

Falcata. The falcata has a single-edged blade that pitches forward towards the point, the edge being concave near the hilt, but convex near the point. This shape distributes the weight in such a way that the falcata is capable of delivering a blow with the momentum of an axe, while maintaining the longer cutting edge of a sword and some facility to execute a thrust. The grip is typically hook-shaped, the end often stylized in the shape of a horse or a bird. There is often a thin chain connecting the hooked butt with the hilt. These swords are of Murian origin and are usually found in that region although many can also be found in the Baklunish lands of Komal and Risay. Proficiency with a shortsword allows you to add your proficiency bonus to the attack roll for any attack you make with it. (see *Bladed Weapons graphic #7*)

Falchion. This sword has one curved, sharp edge with the back edge unsharpened and either flat or slightly curved. Its weight is greater toward the end, making it better for chopping rather than stabbing. It is commonly found in use among soliders of lesser wealth across the Flanaess and Baklunish West. Proficiency with a shortsword allows you to add your proficiency bonus to the attack roll for any attack you make with it. (see *Bladed Weapons graphic #8*)



Falx. This military weapon is inspired by the common scythe, a farming implement used to cut swaths of grown hay, but it has a straight handle and a heavier blade. You may ignore all bonuses to AC from shields when making an attack with a falx.

Fauchard. This polearm is similar to a glaive, being a curved blade affixed to the end of a pole. Unlike a glaive, though, the cutting edge of a fauchard is along the concave side, causing the blade to resemble that of a sickle or scythe.

Flail, footman's. A large spiked metal bar like the end of a morningstar, which is attached by means of chain or swivel to a long handle, allowing one or two handed usage. The heavy flail is a fantastic anti-armor weapon, with both the ability to penetrate, and increased leverage with two hands. When used against heavy armor the footman's flail does an extra die of damage on a successful hit.

Gaff. A gaff hook is a long pole with a hook on one end for spearing fish. Pirates often add extra, heavier hooks to both ends of gaff hooks to assist with boarding actions. After the pirates use grappling hooks to draw ships close together, they hook the gunwales together with boarding gaffs to prevent the ships from drifting. Small crafts often use boarding gaffs in place of grappling hooks. Boarding gaffs bite deeply into the wood of the railing. It takes 1 minute to pry a boarding gaff loose. Most pirates use a boarding axe or cutlass to cut through boarding gaffs rather than trying to unhook them one by one. The gaff can also be used for fishing when not in combat.

MARTIAL MELEE WEAPONS

Weapon	Damage	Properties	Mastery	Weight	Cost
Arming Sword	1d8 slashing	—	Vex	2 lbs.	12 gp
Buckler	1d4 bludgeoning	Light	Sap	2 lbs.	12 gp
Buckler, Spiked	1d4 piercing	Light	Nick	2 lbs.	12 gp
Cutlass	1d6 slashing	Finesse, Light	Nick	1.5 lbs.	15 gp
Estoc	1d8 piercing	Heavy, Two-Handed, Versatile (1d10)	Push	5 lbs.	50 gp
Falcata	1d6 slashing	Light	Nick	12 gp	1.5 lbs.
Falx	2d4 slashing	Heavy, Two-Handed, Special	Cleave	10 gp	4 lbs.
Fauchard	1d10 slashing	Heavy, Reach, Two-Handed	Graze	20 gp	5.5 lbs.
Flail, Horseman's	1d8 bludgeoning	Two-Handed	Topple	10 gp	3.5 lbs.
Guisarme	1d8 slashing	Heavy, Reach, Two-Handed	Dismount		
Jian	1d8 slashing	—	Vex	15 gp	2.5 lbs.
Katana	2d4 slashing	Versatile (1d12)	Vex	100 gp	2.5 lbs.
Katar	1d4 piercing	Light	Sap	25 gp	1 lb.
Kukri	1d6 slashing	Light	Nick	12 gp	2 lbs.
Kusarigama	1d4 piercing	Finesse, Reach, Two-Handed	Vex	20 gp	2 lbs.
Leiomano	1d6 slashing	Special	Nick	7 gp	2.5 lbs.
Macuahuitl	1d6 slashing	Versatile (1d8), Special	Nick	5 gp	3.5 lbs.
Nagamaki	1d10 slashing	Heavy, Two-Handed	Graze	125 gp	5 lbs.
Naginata	2d6 slashing	Heavy, Reach, Two-Handed	Graze	35 gp	6 lbs.
No-dachi	3d4 slashing	Heavy, Two-Handed	Cleave	75 gp	6 lbs.
Nunchaku	1d6 bludgeoning	Light	Slow	10 gp	1.5 lbs.
Ninjato	1d6 slashing	Light, Finesse	Nick	36 gp	1.5 lbs.
Pulwar	2d6 slashing	Heavy, Two-Handed	Cleave	75 gp	5.5 lbs.
Ranseur	1d10 piercing	Heavy, Reach, Two-Handed, Special	Push	18 gp	5 lbs.
Sabre	1d8 slashing	—	Graze	20 gp	2 lbs.
Sabre, Elven	1d8 slashing	Finesse, Light	Sap	60 gp	2 lbs.
Spatha	1d8 slashing	—	Nick	12 gp	3 lbs.
Tessen	1d4 slashing	Finesse, Light, Special	Graze	2 gp	1 lb.
Voulge	1d10 piercing	Heavy, Reach, Two-Handed	Graze	5 gp	4 lbs.
Wakizashi	1d6 slashing	Finesse, Light	Vex	50 gp	1.5 lbs.
Yklwa	1d8 piercing	Thrown (range 10/30)	Graze	1 gp	2 lbs.

MARTIAL RANGED WEAPONS

Weapon	Damage	Properties	Mastery	Weight	Cost
Aklys	1d4 bludgeoning	Light, Thrown, Range (30/60)	Tangle	2 lbs.	5 gp
Atlatl	1d6 piercing	Ammunition, Loading, Range (60/120)	Slow	1 lb.	10 gp
Crossbow, Repeating	1d8 piercing	Ammunition, Range (80/260)	Slow	12 lbs.	125 gp
Knife, Throwing	1d4 piercing	Finesse, Light, Thrown (Range 30/90)	Nick	0.5 lb.	2 gp
Shuriken	1d4 piercing	Finesse, Light, Thrown (Range 30/90)	Nick	0.5 lb.	2 gp
Tlalochtli	1d6 piercing	Thrown, Range 30/120, Special	Nick	1 gp	2 lbs.

Garrote. The garrote is typically a braided leather thong with hand grips at either end of its 3-foot-long cord, and is used to throttle an opponent from behind. On a successful sneak attack against a small or medium creature, the target is grappled and cannot breathe. As long as you maintain the grapple, the creature takes 1d6 damage on each of your subsequent turns without requiring an attack roll, and you may add your sneak attack damage to the damage. The creature grappled by you cannot speak or otherwise make sound to alert others. Attacks made against the grappled creature have advantage as long as it is grappled by this weapon.

Guisarme. A sharpened and sturdy pruning hook, developed as a peasant weapon from modifying a farm tool. The curved hook of the blade allows the guisarme to be used

as a tripping weapon or to pull foes from the saddle. The guisarme is a favourite of common militias of the Flanaess who will face cavalry in battle, as the masters with this weapon find they can pull a knight from the saddle with relative ease. When using a guisarme you have advantage on any rolls to force a rider to dismount from a creature or from the outside of a vehicle such as a cart or wagon.

Harpoon. A harpoon is a large, barbed spear that is typically fitted to 50' feet of thick rope. The rope can be used with two hands to drag a creature struck by the harpoon towards the anchor. Proficiency with a spear allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Hora. A hora is a set of knuckledusters common in the Zahind lands. Unlike common brass knuckles, the hora

have vicious serrations and spikes jutting from the knuckles causing piercing damage. They are commonly found amongst the street gangs of Zahindian cities.

Jambyia. This is a curved dagger, worn by many in the Baklunish lands. It is a symbol of adulthood and honour that doubles as a weapon.

Jian. A jian is the most common *dao*, the Suh word for sword. It is a double-edged straight sword, often with a tassel attached to the hilt. Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Kama. Similar to a sickle—and in some regions still used to reap grain—a kama is a short, curved blade attached to a simple handle, usually made of wood. It is frequently used in pairs and if so equipped, the wielder gains a +1 bonus to their AC.

Katana. A single edged, slightly curved sword with a minimal guard called a tsuba and a longer handle than swords of southern and eastern Oerik used by elite and/or wealthy warriors in western Oerik. The longer handle and curved edge provide different leverage and more effective deflections. Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it. (*see Bladed Weapons graphic #17*)

Katar. The katar is a triangular blade ground to an edge on either side and attached to an H-shaped handle. Often referred to as a “*punch dagger*,” the katar is held in the clenched fist and used much as a normal fist would be, with the blade pointed away from the user’s knuckles. The katar is used to stab or slash, a blow which carries considerable power when its direct stabbing abilities are taken into account. The katar’s great speed is because of the quickness involved in its simple deployment as an extension of the fist. It’s also very easy to learn to use.

Knife, Throwing. Small, balanced knives with a broad piercing tip and sharpened pommel, no longer than 4”-6”. Easily hidden, these blades offer more range than throwing stars due to the higher weighted pommel. A master has the capability to dance in a quick circle, throwing knives at all foes around them.

Kora. A sword, traditionally found in the mountainous nation of Behow, with a typical, curved and forward flaring blade. With the cutting edge on the inner side of the blade’s arch. The wide, doubly flared tip of the blade is blunt. What is notable about this sword are the especially fine engravings—on both sides along the back, and on the back of the blade, as well as on the wide surface at the upper end of the blades. Engraved delicate dots, strokes and three lotus flower wheels on each of the two sides — filled, in part, with red. The iron hilt of the kora sports gleaming yellow brass decorations, as well as two black, iron end-horns. (*see Bladed Weapons graphic #16*)

Kukri. A forward curved dagger with a cutting edge on the inside, performing more like a handaxe than a finesse blade. The Kukri is a weapon of strength over finesse, but the master uses its cutting edge to be more ruthless than

any other dueling blade. It is the signature weapon of the Desert Flower sect of assassins in the Tyurzi mountain foothills of Mulwar but can be found as far away as the Baklunish West travelling along the Mithril Road. (*see Bladed Weapons graphic #2*)

Kusarigama. A kusarigama is a traditional Ryuujin weapon that consists of a sickle attached to a metal chain with a heavy iron weight at the end. Attacking with the weapon entails swinging the weighted chain in a large circle over one’s head, and then whipping it forward to entangle an opponent’s spear, sword, or other weapon, or immobilizing their arms or legs. This allows the kusarigama user to easily rush forward and strike with the sickle.

Leiomano. The leiomano is a shark-toothed club used by Sunelan islanders. The weapon resembles a thick paddle inset with shark teeth. The tiger shark is the preferred donor. These teeth are placed into grooves in the club and sewn into place. The tip of the handle also may utilize a marlin bill as a dagger. On a critical hit against a unarmoured or lightly armoured target, this weapon does an extra die of damage due to bleeding caused by the rasping shark teeth.

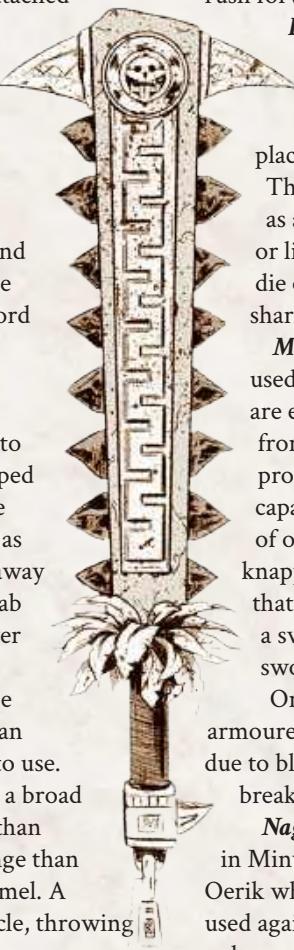
Macuahuitl. The macuahuitl is a common weapon used by Olman people of the Amedio jungle. Its sides are embedded with prismatic blades traditionally made from obsidian (volcanic glass); obsidian is capable of producing an edge sharper than a razor blades. It is capable of inflicting serious lacerations from the rows of obsidian blades embedded in its sides. These could be knapped into blades or spikes, or into a circular design that look like scales. The macuahuitl is not specifically a sword or a club, although it approximates an arming sword in its use.

On a critical hit against a unarmoured or lightly armoured target, this weapon does an extra die of damage due to bleeding caused by the razor sharp obsidian shards breaking off in the wound.

Nagamaki. The nagamaki is a weapon found mainly in Minyeo, Wuman and the Ryuujin islands of western Oerik where it is used as an infantry weapon, frequently used against cavalry. It straddles the line between sword and polearm consisting of a long sword with a blade that could be 2 feet or more and a handle equal length to the blade or longer. The blade is single-edged and it often resembles a naginata blade, but the main difference between them is how the blades are mounted and that the handle of the nagamaki is not a simple wooden shaft as in the naginata; it is made more like a katana hilt. The nagamaki is used in large sweeping and slicing strokes. (*see Bladed Weapons graphic #22*)

Naginata. The naginata consists of a 6-foot staff affixed to a 2-foot-long, sword-like slightly curved blade. The shaft is designed to keep the wielder out of reach from swords and shorter weapons. It is a popular military weapon in western Oerik.

No-dachi. This very long two-handed weapon has a slender but wickedly sharp 4-foot-long blade at one end and is predominantly used by ground troops in western Oerik to



Bladed Weapons



attack mounted warriors. It is also a favoured weapon of the Oni of Pesh. (see *Bladed Weapons* graphic #19)

Ninjato. The ninjato is said to be the preferred weapon of the Ninja assassin clans of the Ryuujin Empire. It is traditionally carried on the person's back, specifically horizontally at a height of around that of the person's waist

Nunchaku. The nunchaku is an almost direct adaptation of the common agricultural flail used to separate rice from the stalk across western Oerik. They are made of two 12-inch long hardwood sticks about 1 inch in diameter and connected by either a stout leather cord or a metal chain. Having no mace-like head similar to the footman's flail, the nunchaku has a weapon speed the flail cannot hope to attain; it is this speed which gives the nunchaku most of its damaging power and puts it on a par with conventional weaponry. Nunchaku are easily folded for concealment within a boot or pack, or to be tucked within a girdle or belt.

N'zana. This is a wicked collection of blades more akin to an axe than a knife, has a main haft and 4-6 branch-like blades. The N'zana is not hurled vertically, as are most bladed missiles, but horizontally. The n'zanas heavy weight is the reason for its short ranges, but its damaging potential more than makes up for the range restrictions. These weapons are found exclusively among the Touv people of Hepmonaland and there are endless variations on the basic idea presented here.

Patu. These types of short-handled clubs are mainly used as a striking weapon. They are found exclusively among the Sunelan islanders and are typically swing with a horizontal thrust straight from the shoulder at the enemy's head. Most patu are made of pounamu (a greenstone native to the Sunelan islands similar to jade). Sunelans decorate the patu by carving elaborate patterns into the stone.

Pulwar. The pulwar is a great, two-handed curved sword, typically widening toward the end where it tapers to a sharp point. They are common in Zahind lands, less so in the Baklunish lands and almost unseen outside those regions. (see *Bladed Weapons* graphic #21)

Ranseur. Ranseurs are spear-like weapons that have long, tapered tips with two wing-like projections at their base. These secondary barbs projected out at about 45° from the center line, but are curved backward. The base of their heads are often indented, forming a trap between the head and secondary tines. Their shafts are typically 8 to 10 feet (2.4 to 3 meters) long. Due to their length, ranseurs have be

wielded two-handed by human-sized creatures. Ranseurs, like most pole arms, are very effective in large numbers, in combination with other types of forces, and when wielded by well-trained troops.

Sabre. Sabres are slightly curved, single-edged, one-handed weapons often with a basket hilt and no counterweight, allowing expert deflections off the curve and increased defense of the hand. They are the preferred weapon of many horsemen across Oerik, most notably the Paynim nomads, the Chakyik and Wegwiur tribes and the raiders of Sa'han. (see *Bladed Weapons* graphic #15)

Sabre, Elven. The definitive weapon of most olve across Oerik is the slender elven sabre. These finely crafted blades are between 2^{1/2} and 3 feet in length and they have no crossguard to protect the single-handed hilt which is traditionally constructed of horn, antler or ivory. Proficiency with a shortsword allows you to add your proficiency bonus to the attack roll for any attack you make with it. (see *Bladed Weapons* graphic #6)

Sai. The sai is an edgeless dagger-type weapon resembling a hand-held trident. It was derived from an instrument used by the farmers of the Minyeo region for handling hay. With a cylindrical blade anywhere from 13 to 20 inches in length and a specially modified hilt assembly rising 4 inches parallel to the blade the sai is useless for cutting and is a stabbing weapon on. The hilt serves to protect the hand and if a sai is equipped in both hands, the user gains a +1 bonus to their AC.

Siangham. A siangham looks like a heavy metal arrow with a hilt or handle where the feathers would be. It has a piercing tip. It is a simple peasants weapon in Zahind lands.

Shuriken. Circular or star shaped metal disks made to be palmed together and thrown either with precision or a pepper of smaller strikes to disable an enemy before a follow-up attack. They often have a hole in the center to reduce weight and sharpened tips in a concentric pattern. The flat, small design of these weapons allows many to be palmed at once and, with proper training, thrown all together. In place using Flurry of Blows, a monk can instead make two ranged attacks with shuriken as a bonus action before taking the Attack action.

Spatha. The spatha is the preferred blade of the Murian warrior. It's straight, heavy blade measures between 30 and 40 inches and is sharpened on both edges. It has a sturdy,

counter-weighted pommel large enough for only one hand. (see *Bladed Weapons* graphic #13)

Tanto. The tanto is a classic western Oerik dagger with a blade between 10 and 12 inches.

Tessen. The tessen, or *war fan*, consists of a metal skeleton with silk or cloth stretched over it. The edges and tips of the fan's ribs have been sharpened, much as a dagger blade would be, with the canvas often painted in lovely colours to further complement the weapon's illusion of harmlessness. The rapid folding and unfolding of the fan in battle is a very important part of the weapon's use; this action, along with fluttering and waving the fan, causes enough of a distraction to allow the user to draw a dagger or ready a spell component with the other hand. The main problem with the fan is the tendency for blood to stain the painted canvas, requiring either repainting or the installation of a new canvas in order to keep the passive appearance of the weapon, which is so necessary for using a tessen in a surprise attack. When making an attack with the tessen, you may use a bonus action to make an attack using a light weapon in your other hand. This bonus action attack is made with advantage. This weapon is found exclusively in the Celestial Empire and its environs.

Tetsubo. A refined version of the great club from western Oerik, this weapon consists of a long, slender length of ironwood whose upper half is shod with a thick sheet of studded iron. The iron gives added weight and strength to the club, while the studs are designed to crack helmets and armor.

Tlalochtli. The tlacochtli is a barbed javelin with an attached line, and is used much like a whaler's harpoon. The tlacochtli is equipped with a 50-foot-long cord which is used to either force a victim to surrender by threat of pulling the javelin out violently, or to retrieve the missile should it miss or become embedded in an undesired or uncooperative target. When the tlacochtli is ripped out of a wound it will do the another 1d6 piercing damage, just as it did going in. Thus, anyone hit by a tlacochtli will be required to cut the line, hold it stationary, or do whatever is necessary to keep the javelin from being forced back out.

Tonfa. The tonfa is a cudgel-type weapon with a 2-foot-long, flat body and a 6-inch-long handle one quarter of the way down the main body and placed perpendicular to same. The tonfa is wielded by holding the handle in the clenched fist with the main piece lying alongside the outside of the user's fore-arm, with the part of the weapon directly opposite the handle protruding outward from the side of the fist. The tonfa can be twirled to bash a foe (as with a club), or the weapon's outstretched section can punch or gouge a victim. The tonfa is another weapon found exclusively in western Oerik, and a traditional instrument in many western martial arts. The tonfa may be considered a monk weapon.

Voulge. Superficially, a voulge might strongly resemble a glaive, but there are some notable differences in construction. First, the attachment of the voulge blade to the shaft is usually done by binding the lower two thirds of the blade to the side of the pole; the glaive most often has a socket built into the blade itself and is mounted on top of the pole. In addition, while both have curved blades, that of the voulge is broad and meant for hacking with a long point meant for piercing at the top, while that of the glaive is narrow and meant more for

cutting. A voulge thus looks something like a pointed meat cleaver attached to a long pole.

Wakizashi. The wakizashi is basically a short katana, sharing almost identical design and forging process. A wakizashi's blade is between 2'-3' ft (61-91 cm) in length and 1 inch (2.5 cm) in width. It is widely used by samurai in western Oerik, who consider the wakizashi almost as important a weapon as a katana. Samurai usually pair a wakizashi with a katana in a fighting style called *daisho* (i.e. two weapon fighting), which means "long and short".

Yklwa. A yklwa is a simple melee weapon that is the traditional weapon of Touv warriors consisting of a 3-foot wooden shaft with a steel blade up to 18 inches long. Although it has the thrown weapon property, the yklwa is not well balanced for throwing.

ARMOR

In all places, in all lands, the need to protect oneself in battle has always arisen. For some it is a simple shield or a coat of fibres woven by a craftsman. For others, the armourer hammers out the plates of metal, fashioning them into gleaming suits of metal. Like weapons, the type of armor worn is often dependent on the region of ones birth.

Geography and culture have made the armours of the Celestial Empire, Zahind or the Sunelan Coast as different from the armours of the Flanaess as they are from each other. In hot climates—steaming jungles, humid forests, and blistering steppes a man encased in metal could quickly die like a boiled lobster or, escaping that, slowly watch his treasured armour rust away to uselessness. Eventually rusted joints would lock, brittle hinge pins would shear away, unknown growths would weaken plates until there was little left but a decrepit shell.

By far, the most common types of armor across Oerik are of cloth and leather. The ordinary foot soldier wears quilted layers of cotton or padded leathers. Higher ranking warriors may have suits of hardened studded leather. Chain shirts are often worn concealed under clothing or sewn in with rich silks and soft, dyed leathers. On rare occasions a noble may have armor built of metal bands. Solid iron and steel are reserved for helmets and critical areas of the body.

Adventurers have access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found on Oerik and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor and shields used in the worlds of D&D.

LIGHT ARMOR

Made from cloth, leather, or other animal products and is usually less protective than the other armors but also provides the most mobility and least weight. You add your Dexterity modifier to AC when you wear Light Armor.

Cord Armor. Made from hemp fibres or similarly tough seaweed woven and knotted into a thick, tough covering, cord armor is common in places where metalworking and leather-working are not practiced like among the Sunelan islands, the Amedio and Vulzhar jungles and amongst the submarine peoples like tritons and sea elves. The armor forms a complete suit, hampering movement but offering decent protection without the use of metal or leather. Cord armor is particularly popular among wild elves, who often avoid curing animal hide.

Hara-ate. The hara-ate is a simple form of body armor from western Oerik that covers mainly the chest and abdomen. It consists of a light breastplate and thigh protectors made of laced metal plates. Because of its light weight, it can also be worn under regular or formal clothing.

MEDIUM ARMOR

A combination of leather or animal products and metal to create increased protection without completely sacrificing mobility. It covers less than Heavy armor using the same materials and usually costs less due to a lighter manufacturing process and less material. You add up to +2 from your Dexterity modifier to AC when you wear medium armor.

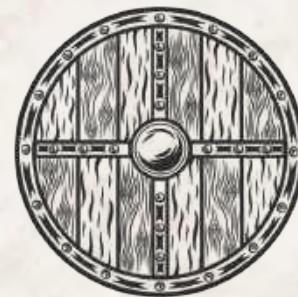
Banded Mail. Found almost exclusively in Mur were it is known locally as *lorica*, this armor consists of metal strips fashioned into circular bands, fastened to internal leather straps. The overlapping rows or bands of solid armour plates are called *lores* in Murian. Banded mail is cheaper to produce than full plate, but is still quite a process, involving many steel plates and precise shaping.

Do-maru. The lightest of armors typically favoured by samurai, do-maru wraps around the wearer's body like a short armoured coat. It consists primarily of lamellar and lacks a solid breastplate or sleeves, leaving the shoulders and upper body somewhat exposed, but permitting the wearer greater flexibility than do the majority of heavier armors.

HEAVY ARMOR

Weighing and costing the most, this armor is the most protective, but most restrictive available. Heavy armors are made almost entirely of metal and require extensive, professional manufacturing. All heavy armor requires a Strength score of 13 to wear. You do not add your Dexterity modifier to AC when wearing heavy armor.

O-Yoroi. Also known as *great armour*, *o-yoroi*, is a full suit of armour formed from small metal plates tied together with coloured leather lacing and lacquered to seal them from moisture. The full suit consists of a corselet (*do-maru*, covering the stomach, chest, shoulders, and back), large rectangular shoulder pieces (*sode*), an apron of large plates to cover the thighs and knees (*haidate*), a great helmet with a face mask (*kabuto*), and shin guards made of metal splints (*cuneate*). Wearing great armor is a badge of honour for noble caste, of the Celestial Empire and its adjoining states, and they frown on anyone else wearing a suit.



SHIELDS

Shields come in a variety of shapes and sizes and are usually strapped to the forearm and gripped with the hand.

Buckler. This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon but if you do so, you lose the buckler's Armor Class bonus until your next turn. Likewise, you can cast a spell with somatic components using your shield arm, but you lose the buckler's Armor Class bonus until your next turn. A buckler can be used as a bludgeoning weapon.

ARMOR

Armor	Armor Class (DC)	Strength	Stealth	Weight	Cost
Light Armor					
Cord	13 + dex modifier	—	—	12 lbs.	30 gp
Hara-ate	12+ dex modifier	—	—	12 lbs.	40 gp
Medium Armor					
Banded Mail	15 + dex modifier (max +2)	—	Disadvantage	25 lbs.	750 gp
Do-Maru	15+ dex modifier (max 2)	—	—	40 lbs.	450 gp
Heavy Armor					
O-Yoroi	18	15	—	65 lbs.	2000 gp
Shields					
Buckler	+1	n/a	None	3 lbs.	10 gp

Suhfeng Arms & Armour



A PLAYER'S GUIDE TO OERIK

Step into the vibrant world of Greyhawk Expanded, a fresh reimagining of one of DUNGEONS & DRAGONS' most iconic settings. This is more than just a campaign book; it's a labour of love, forged from over 30 years of adventure, creativity, and dedication. While countless players and Dungeon Masters have explored the Flanaess, this version of the setting covers the entire continent of Oerik and invites you to see it anew.

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REGIONAL SOURCEBOOK: OLD KEOLAND
CAMPAIGN: SLAVERS OF THE POMARJ
REGIONAL SOURCEBOOK: CENTRAL OERIK